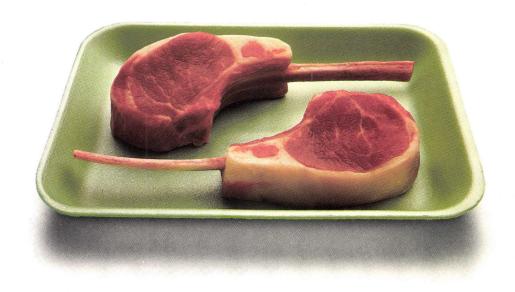




Before Super Metroid.



After Super Metroid.

It happens so fast. One minute you're a cute, fuzzy-faced little thing. The next minute you're served up on a platter with a side of mint jelly.

Such is the intensity of new Super Metroid® for the Super NES.® Six new worlds of wilder weapons, weirder weirdos and those ever-lovable life-sucking Metroid hatchlings. All waiting to turn

you into so much dead meat.

Luckily you're Samus Aran,

IF THINGS GET HAIRY, USE THE SPEED BOOSTER TO OUTRUN ENEMIES. OR SNAG A GRAPPLING BEAM. OR PRAY.

so you've got more than good looks and a charming personality going for you. Like ice beams. Power bombs. Super missiles. Screw attacks. And other new







RIDLEY. METROIDS. THE GIANT LIZARD KRAID. AND YOU THOUGHT YOU'D NEVER LOOK
FORWARD TO GETTING BEAT UP AFTER SCHOOL.

implements of
destruction.

In fact, with 24 megs of stuff, it's

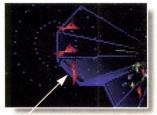
not just the biggest Metroid game ever. It's

Nintendo's biggest game ever.

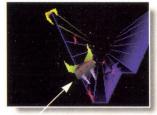
But don't even think about playing it unless you've got a Super NES.

Oh, and it wouldn't hurt to have a little of that mint jelly on hand either.

HEM THEM THEM THEM THE THEM THE THEM THI THEM TH HEM TH HEM-TH HEM TH HEM-TH HEM TH HEM TH HEM TH HEM THEM THEM THEM THE HEM THEM THEM THEM THE HEM THEM THEM THEM THE HEM YOU THEM THEM THEM THE HEM THEM THEM THEM THE HEM THEM THEM THEM THE HEM THEM THEM THEM THE



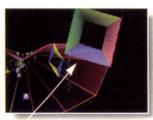
Flippers. Don't let the innocent name fool you. Once they flip onto you, they'll suck you down pronto.



Demon Heads. Intergalactic badasses. When you shoot one, its horns live on. Nasty little trick.



Pulsars. The electric eels of the cosmos. They electrify corridors. If you're on the corridor, you fry.



UFO'S. Now you're surrounded. UFO's fly above the web and you've got to get above them. Good luck.



Fuseballs. The scumballs of the universe. If a fuseball touches your blaster, you're history.



Warp Bonus Round. Too weird to describe. Just get there and zone out for some serious points.



Tempest 2000 is an intergalactic shooting gallery in hell. You've never had so much coming at you so fast in so many colors. Named the "Best of Show" at CES, you'll explore 100 enemy-packed galaxies, experience outrageous Melt-O-Vision™ graphics and powerful 3D polygons, and be driven to a frenzy by an original techno-rave score. There's even an optional two-player mode. Don't forget, Tempest 2000 can only be played on the powerful Jaguar 64-bit system by Atari. With all this action, no other system could handle it. Yes, you have a chance to survive. Yes, it's a slim one.

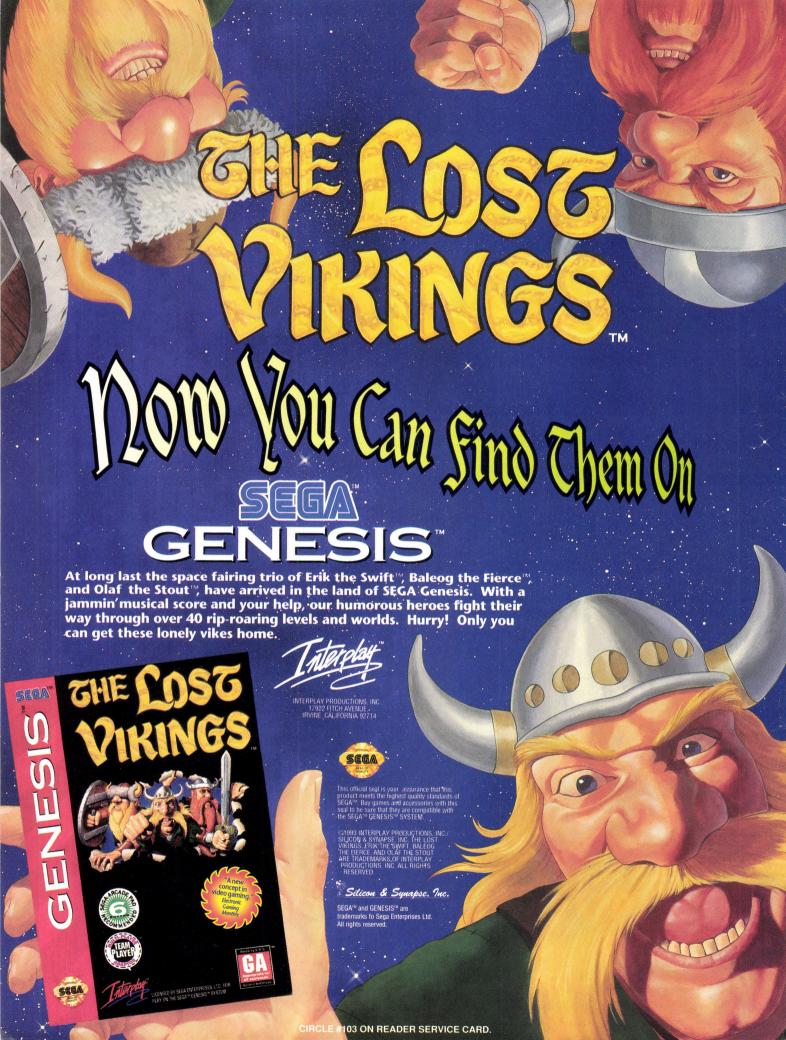


get a parent's permission before calling. A touch-tone telephone is required. USA only.

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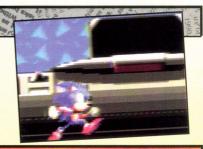
CIRCLE #102 ON READER SERVICE CARD.



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Mail, Information, Top 10, 10-18



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DON'T FORGET 16-BIT!

emember Sega's 8-bit Master System?
Sure, it's got a loyal underground following—particularly in Europe—but for the average gamer it's just a fading memory. Hell, we haven't reviewed a new Master System game since Alex Kidd in Shinobi World in our September 1990 issue. Even though the machine was considered in some circles to be technically superior to the Nintendo Entertainment System, it lost the 8-bit wars by a wide margin and should have slipped into videogame oblivion. And it nearly has, except for one frequently overlooked factor that may have given Master System owners.

the last laugh after all.

You see, Sega never forgot about the Master System; more specifically, Sega never abandoned the people who supported the Master System, for better or for worse. If you were a Master System owner who upgraded to a Genesis, Sega was there with

its Power Base Converter, making your old game library com-

patible with your new machine. Game Gear owners fared even better: Sega's Master Gear peripheral gave you the power to play favorites like *Psycho Fox* and *Slap Shot* on the go.



CHRIS BIENIEK

I know there are a lot of Super NES and Game Boy owners who would have loved to have been given the opportunity to play games like *Mike Tyson's Punch-Out!* or *Shadow of the Ninja* on their new machines. Of course, it's not terribly inconvenient to keep the old game system hooked up right next to the new one—but to offer some form of compatibility sure would have been a nice gesture, a nod of recognition that certainly would have made the consumer feel better about his or her new hardware purchase.

While we're all firmly entrenched in 16-bit gaming, now is the time for Sega to think about backward compatibility in its new Saturn system—and for Nintendo to think the same about its new Project Reality platform. Hardware developers, if you're listening: Don't leave us out in the cold! If Joe Sixpack has to sell his Sega CD or Super NES in order to help finance the purchase of a Saturn or Project Reality machine, his hard-earned software library shouldn't have to go out the door with it.

We welcome our readers' thoughts on this subject—better yet, send your ideas directly to Sega and Nintendo. Let 'em know what you want before they make the decision for you.

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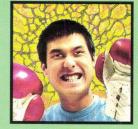
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ORMATION

EDITED BY BETTY HALLOCK, ERIC NAKAMURA & NIKOS CONSTANT



TRANSMITTING IN APRIL

revolutionary idea that may change the way we play video games forever, The Sega Channel allows Genesis owners to "download" and play video games using a special BIOS interface cartridge connected to a cable television network. The fun will begin in selected test markets in April and the rest of the country will be able to see this system in September. By 1995, The Sega Channel is expected to be made available to any world-wide market where the Genesis is sold.

The initial selection of games available for the system has yet to be announced, but it's expected to change often; the technology should allow

its operators to add or delete available game titles on a daily basis. Arena's Mortal Kombat and Konami's Zombies Ate My Neighbors are rumored to be among the games available at launch, and many others will be special titles available only on this interactive service. In addition to the planned 50 titles per month, a menu-driven interface will allow users to see previews of new games, enter contests and access libraries of tips on popular games.

When connected to The Sega Channel, users can choose a game to play from an on-screen menu of available titles. Once a selection is made, the game is downloaded to the adapter's resident memory in seconds; then the users can play as long as they wish until the machine is turned off. The channel is expected to cost the same as other premium channels.

Will you be lucky enough to check out this breakthrough in interactive technology? The first 12 markets include: Walnut Creek, California: Beaumont, Texas; Buffalo, New York; Charleston, West Virginia; Chevenne,



Wyoming; East Lansing, Michigan; Gastonia, North Carolina; Hoover, Alabama; Nashua, New Hampshire; Portland, Oregon; Reston, Virginia and St. Louis, Missouri. The rest of us will either have to move, or wait out the summer for the chance of reaching video game heaven.



Sega's working demo of the Sega Channel interface features "dancing" text and patterned backgrounds that should be familiar to fans of Toejam and Earl.





TOP TEN LISTS COURTESY OF BABBAGE'S—AMERICA'S SOFTWARE HEADQUARTERS AND REPLAY MAGAZINE

SUPER NES



- Lufia and the Fortress of Doom by Taito
- Secret of Mana by Square Soft
- Lethal Enforcers by Konami Romance of the Three Kingdoms III by Koei NBA Showdown '94 by Electronic Arts NHL '94 by Electronic Arts

- Winter Olympics by U.S. Gold Super Mario All-Stars by Nintendo
- NHL Stanley Cup Hockey by Nintendo





osmic Spacehead, from British game developer Codemasters, is expected to appear soon on all major video and computer-game platforms. Cosmic and his surroundings are based on '50s-influenced space age molecular drawings and humanity's culturally constructed fear of aliens

Owned by brothers Richard and David Darling, Codemasters is also the developer of the controversial Game Genie (released by Galoob in the U.S.). These guys won \$15 million from Nintendo of America in a lawsuit after the Game Genie's sale was blocked by a Nintendo-requested court injunction for one year. Both in their mid-20s, the Darling brothers have been designing games for the last ten years and now enjoy the fruits of their success. The soft-spoken brothers drive luxury cars and earn six-figure salaries!







In sharp contrast to the perceived image of a huge moneymaking development building, Codemasters' offices occupy quiet farmland in the English countryside. Another big difference is that the company's developers and designers work for a percentage of a game's sales and royalties instead of a fixed salary. This is one example of how Codemasters chooses to operate in an independent do-it-yourself atmosphere.

Cosmic Spacehead was created to appeal to kids, so design changes were made to create a perfect not-too-old and not-too-young main character. Choices of color and background art were carefully planned by the designers. The Darling brothers strongly believe that a game must be playable first and that the graphics are secondary, so many changes were made in the game's control and player interface. Look for Codemasters to release Cosmic Spacehead for the Genesis and Game Gear, with other conversions available soon.





PHILADELPHIA FOR THE GENESIS?

he Academy Award-nominated film Philadelphia—featuring Tom Hanks and Denzel Washington—will now be available as

a video game for your Sega Genesis system. Play the AIDS-affected Hanks, his attorney Denzel Washington or his boyfriend Miguel and fight for justice in the oppressive world of homophobia and AIDS panic.

Can't wait to play it, right? Well, wait forever because the game is a joke that appeared in a television commercial during a recent Saturday Night Live skit on NBC. After the opening monologue, a fake commercial advertising Philadelphia action figures ended with a quick blurb for a (non-existent) Philadelphia Genesis game—it even included a mock-up of the game box and a little tyke who barked "Philadelphia!" in an obvious parody of the familiar "Sega!" tag line. "We think it's cool that a show as creative as Saturday Night Live would imitate our commercials—that's a real compliment," says Sega's Director of Communications, Richard Brudvik-Lindner.



- NHL '94 by Electronic Arts
 Mortal Kombat by Arena
 FIFA International Soccer by Electronic Arts
 NFL Football '94 Starring Joe Montana by Sega
 Eternal Champions by Sega
 PGA Tour Golf II by Electronic Arts
 Madden NFL '94 by Electronic Arts
 Winter Olympics by U.S. Gold
 Barkley: Shut Up and Jam by Accolade



- linter Olympics by U.S. Gold ortal Kombat by Arena onic Chaos by Sega

- - Columns by Sega Quest for the Shaven Yak by Sega
- Jurassic Park by Sega Road Rash by U.S. Gold
- Cool Spot by Sega Deep Duck Trouble by Sega

GAME GEAR







VTELLIGENT TELEVISION: Look Back at Mattel Electronics' Intellivision

Ah, yes, we remember them well: The early days of the video-game industry. Names like Atari 2600, ColecoVision. Magnavox Odyssey², G.C.E. Vectrex and the very well-known Mattel Intellivision system take us back to the golden age of yester-gaming.

These were the hot systems back in the days when most TVs didn't even have remote controls. The Atari Video Computer System (or VCS, later known as the 2600) was introduced in 1977 and soon became the industry leader. Unlike the earlier Pong systems, hundreds of games were released for the 2600. They featured color graphics and far more sophisticated sound effects than the dedicated Pong systems which had sold like hotcakes in

Anticipating the future boom in the video-game market, Mattel Electronics had been working on its own "Secret Super System" since the early 1970s. Originality had always been a dominant factor at Mattel in its early years as a family-owned business. Now Mattel was a corporate giant with a shrewd marketing strategy that planned to kick Atari's feet out from under them. Since Mattel's dominance in L.E.D.-based hand-held games was waning due to cheaper liquid crystal systems, it knew the future was in interactive home entertainment video-game systems.

The home video-game wars heated up in 1979 when Mattel Electronics introduced its Intellivision system. Touted as "a more powerful and sophisticated system than the Atari 2600," it incorporated a General Instruments 8088 microprocessor, which offered a wide range of clear sound effects, three-stage harmonization and a clear color picture with 192 x 160 graphics resolution. The 16-bit "Master Component" control unit was manufactured for Mattel by Magnavox. It included two 12-button controllers that had four action keys and a 16-direction control disk.

The Intellivision unit was often described with the slogan "Intelligent Television," mainly because it was compatible with a 64K computer keyboard that could connect to the base unit. After limited market testing, high costs and poor consumer reaction to a few cassette programs, the computer keyboard was dropped in 1982. A second add-on peripheral, a simple voice synthesis module, was released in 1982. The "Intellivoice" created real-life sounds and human voices that became an interactive part of the game play

In late '82, Mattel released a redesigned machine under the name Intellivision II. New features included detachable hand controllers and longer cords for couch potatoes. The system was compatible with all game cartridges from the original system and had a system changer that allowed

Atari 2600 game car-

tridges to be played. Al-

NHL* HOCKEY

MAJOR LEAGUE* BASEBALL



over until the last ou of the ninth inning!



Intellivision

MATTEL ELECTRONICS

most overnight, Mattel's Intellivision II had the largest video-game library on the market, with well over 600 games!

In 1985, Mattel introduced the INTV System III, a final Intellivision upgrade that utilized a Super Pro Master Control unit. With a wholesale selling cost of over \$225 and a retail of \$335, Mattel sold \$6.8 million in video games and systems during 1985 alone!

By employing a more sophisticated marketing strategy, hiring the best in the industry and having deeper pockets, Mattel Electronics sent Atari back to the videogame drawing board.

For more information on classic electronic games, contact Bruce Greenberg at Toytronics Inc. Send 80¢ for a game list or fax requests to:

Bruce Greenberg

Toytronics Inc

1308 N.E. 134th St, Suite D

Vancouver, WA 98685

Fax: (206) 576-1984

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Engine



... and Ate



Tattoo tr<mark>om</mark> Activision's X-Kaliber 2097....





Lunar: The Silver Star by Working Designs Ground Zero Texas by Sony Imagesoft WWF Rage in the Cage by Arena Lethal Enforcers by Konami Mad Dog McCree by American Laser Games

Jurassic Park by Sega

Sonic CD by Sega Joe Montana's NFL Football by Sega



Stellar 7: Draxon's Revenge by Dynamix

Stellar /: Draxon's Hevenge by Dynamix
Dragon's Lair by Readysoft
San Diego Zoo/The Animals by Software Toolworks
20th Century Video Almanac by Software Toolworks
Mad Dog McCree by American Laser Games
Battle Chess by Interplay
Oceans Below by Software Toolworks
Night Tran by Vising

Night Trap by Virgin



LOCKING FOR A GAME WITH SOME TEETH?

CIRCLE #105 ON READER SERVICE CARD.



Tokuma Shoten Publishing and VIDEOGAMES Magazine Present:

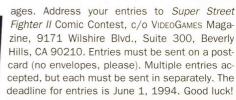


Tokuma Shoten Publishing will be introducing a new Street Fighter II comic series this April. The eight-issue series—written by artist Masaomi Kanazaki, who also did the Japanese manga series Xenon—will follow the adventures of everybody's favorite World Warriors. After the unveiling of the comic, Capcom will be gearing up for the summer release of the new Super Street Fighter II game for the Super NES. Enter our contest and you'll be playing the game and reading the comic before any of your friends even know what's up!

Four lucky winners will win a complete collection of Street

Fighter II comics, a Street Fighter II T-shirt, a baseball cap and Capcom's new Super Street Fighter II cartridge for the Super NES! Four runners-up will receive the comics, the T-shirt and the cap.

Just send in a postcard with your name, address, phone number and age. The first eight cards picked will win one of the Super Street Fighter II Comics Contest prize pack-



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equivalent allowed. One prize per family.

Winners grant permission for use of their names, addresses and photos for advertising or promotional purposes without additional compensation. Contest void where prohibited by law and otherwise governed



Regarding your March 1994 article "U.S. Senate Calls For Video Game Legislation": The idea that public figures want to enact more laws to protect us from ourselves is nothing new. Frederic Wertham—another individual who considered the public to be too dumb to look out for itself-tried to do this in the '50s by leading the public outcry against comic book sex and violence, and we seem to have survived and done all right for ourselves. The way these men talk, you would swear they'd be stoop-shouldered by now from carrying our country on their backs. There's only one way to put a stop to this nonsense, and that's by looking up your local congressman, senator or lobbyist in your hometown paper and sending a very direct letter notifying him or her that you're a taxpayer and you'd like to know which way they plan to vote on this issue. It probably won't hurt if you mention where you stand, too. Whether Sen. Joe Lieberman, Bob Chase and Captain Kangaroo like it or not, this is still America, and we should be able to enjoy video games the way we like them-without this form of creeping censorship they enjoy pushing so much in an election year.

-Phil Marsh Sunnyvale, CA

Well put, Phil. Say, do you think that our copies of Mortal Kombat and Night Trap may one day be valuable collectors' items like those "controversial" E.C. comics that Wertham criticized in his book. Seduction of the Innocent? Let's hope it doesn't come to that!

I would like to thank those individuals responsible for VIDEOGAMES' continued Lynx coverage. While most other magazines have forsaken this remarkable device, yours has produced in-depth Lynx reviews and tips. Chris Bieniek is probably the best informed

of any Lynx reviewer that I know of. This is because he goes to great lengths (as far as research is concerned) that your competitors don't.

As Atari struggles to increase its market share, it's good to know that VIDEOGAMES will be keeping Lynx and Jaguar owners appraised. Good job!

-Ed Rogers Travis Air Force Base, CA



and his cohorts

Thanks, Ed. We've always tried hard to make sure there's something in every issue for the Lynx owner. We haven't been able to keep this promise in recent months, but Atari's plans to "piggyback" the Lynx into stores that carry the Jaguar should keep the machine alive for a while longer.

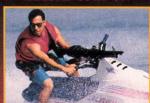
I was once the proud owner of a Sega Genesis, but when I bought a Super NES, I couldn't afford to keep both systems, so I opted for the SNES. Now I'm irate, as it seems that three of my favorite Genesis games have not been released for the Super NES. They're all Electronic Arts titles, too: Mutant League Football, Mutant League Hockey, and Bill Walsh College Football. I'm an avid sports fan and these are some of the most imaginative sports games around. Could you please tell me if EA will release these games—even watered-down versions-for the Super NES?

-Chad McAlpin Rome, NY

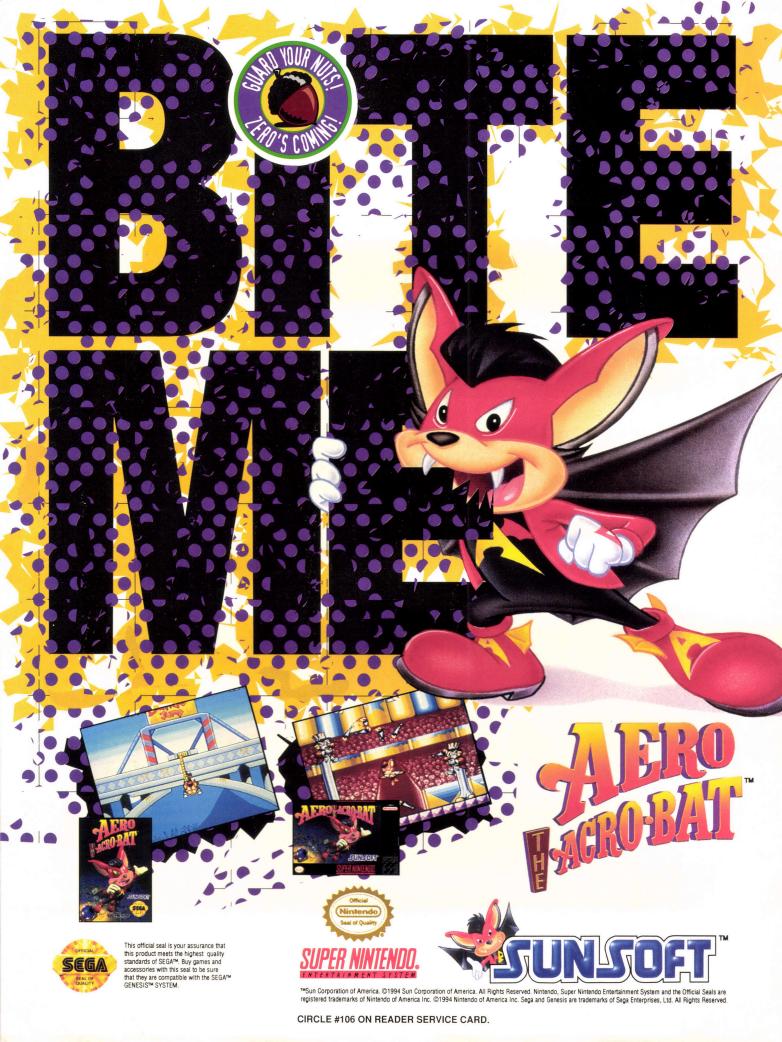


- Run & Gun by Konami
- NBA JAM by Midway
- Mortal Kombat by Midway
- Lethal Enforcers by Konami
- Virtua Fighters by Sega
- NFL Hard Yardage by Strata
- Super Chase H.Q. by Taito
- Terminator 2 by Midway Final Lap 3 by Namco

DELUXE COIN-OP



- Ridge Racer by Namco
- **Outrunners** by Sega
- Suzuka 8 Hours by Namco
- Cybersled by Namco
- Virtua Racing by Sega
- Crime Patrol by American Laser Games
- Stadium Cross by Sega
- Lucky & Wild by Namco
- Final Lap 2 by Namco



ots of video-game players can hum the background music from their favorite games-but does anybody know the names of the musicians who wrote those tunes? There aren't many creative people in the videogame industry who get the recognition they deserve from the average

the public eve. On May 1, Capitol Records will release a collection of instrumental music by composer/keyboardist Tommy Tallarico of Virgin Games. Titled Virgin Games' Greatest Hits Volume One, the album features over 45 minutes of hard-edged rock

from the 25-year-old

consumer, but we know

of one who is set to poke

Tallarico, whose resumé includes everything from an 11th-hour Super Slap Shot soundtrack all the way up through the tour de force that is Virgin's Sega CD version of The Terminator (winner of VIDEOGAMES' Best Video-Game Soundtrack award for 1993). Performed nearly singlehandedly by Tommy himself, this new disc includes fully orchestrated themes from The Terminator and five other Virgin games.

Since Tallarico's keyboard spends a healthy amount of time doing dead-on impersonations of screaming electric guitars, the album is a natural for fans of Joe Satriani, Vinnie Moore and other technically superior axemen. Aside from two guitar solos by Virgin's Bijan Shaheer, all of the lead guitar parts come from Tallarico's wizardlike command of his keyboards; in fact, we defy our readers to tell us which of the guitar solos on Virgin Games' Greatest Hits Volume One were played on a real guitar!

/irgin's Sega CD version of The minator; music by Tommy



Each tune also has something of a history behind it.. Seven cuts appear in the Terminator Sega CD game, and one song ("Also Rock Zarathustra," a hard-rock

interpretation of the similarly titled Strauss classical piece) is from a CD-ROM game called Shuttle that was originally released for the PC, Amiga and Atari ST. The theme from Global Gladiators is here too, as well as a song titled "Bonus Level" that merges the themes from the bonus stages in Global Gladiators and Cool Spot.

There are also two songs from the cartridge version of Robocop vs. Terminator (on which Tommy collaborated with fellow

games musician Mark Miller of Toejam and Earl and Chakan: The Forever Man fame) and one song ("RiViT Fanfare") that was written for a Sega CD version of Robocop vs. Terminator. The latter project has been canceled by Virgin, so this previously unreleased song is all that remains of that version of the game.

TOMMY TALLARICO

One thing's for sure: It's all highly listenable, anthemic rock that-unlike the majority of video-game soundtrackshas been designed to stand on its own. game or no game. If you're sick of trebly, repetitive video-game music, you owe it to yourself to pick up a copy of Virgin Games' Greatest Hits Volume One. By doing so, you'll be encouraging game designers to compete with the likes of Tallarico and Miller and give us the best video-game music possible. If nothing else, you'll have a great disc to listen to while you're playing one of those games with the trebly, repetitive soundtracks!



Sorry, Chad, but it looks like only one of these titles will hit the SNES: Bill Walsh was released in March. An EA spokesperson confirmed that there are no current plans to convert the Mutant League titles for the Super NES.

I saw a preview for the Sega CD fighting game Brutal from Gametek. Hey, aren't those guys at Gametek supposed to be devoted to making non-violent games like Wheel of Fortune?

> Joseph Pham San Jose, CA



Maybe not, Joe. We've played Brutal and it's pretty cool—though not as cool as the killer artwork on your envelope!

In your October '93 issue, you stated that there was no blood in the Super NES version of Electro Brain's Boxing Legends of the Ring. I recently received the game as a gift, and I was expecting it to have gray sweat flying instead of blood. When I saw blood I was stunned-I thought Nintendo did not allow this! Why is there blood in this game? Hey, Nintendo, thanks for the blood-I love it!

> -Wesley Yancey Williamsport, PA

Well, there are small amounts of blood in certain Super NES games. Boxing Legends of the Ring managed to get away with it, as did Capcom's Street Fighter II. The Genesis version of Boxing Legends has even more blood, but neither one is as gory as the illustration you sent with your letter, wow!



I am writing about the Mortal Kombat II poster in your January 1994 issue. Normally I would go crazy about a MK II pullout since it is my favorite game, but that one really sucked! For starters, you used real people, some of whom looked nothing like the real characters. I mean, tell me when Scorpion grew a beard! Secondly, these people look like they just came from a happy session—everybody's smiling and Johnny Cage is giving a peace sign with his other hand on Raiden's shoulder! I thought these guys were vicious fighters, not world peacemakers! I am not the only one who feels this way; all of my friends agreed with me!

I think that you should put another MK II pullout in your next issue with the fighters drawn instead of real people. Have them engaged in some good, bloody combat instead of sitting there giving their "happy, happy, joy, joy" peace signs. It's too good of a game to ruin with such a bad picture.

> -Brett Conover Jamestown, KY

Sorry to disappoint you, Brett, but we sold a zillion copies of that issue to people who realized that those were, in fact, the real actors who appeared in the game! Hey, maybe we can get Wesley Yancey from Williamsport to draw a really bloody MKII picture for you....



- Raiden II by Fabtek
- Super Street Fighter II by Capcom
- Street Fighter II Champ. Ed. Turbo by Capcom

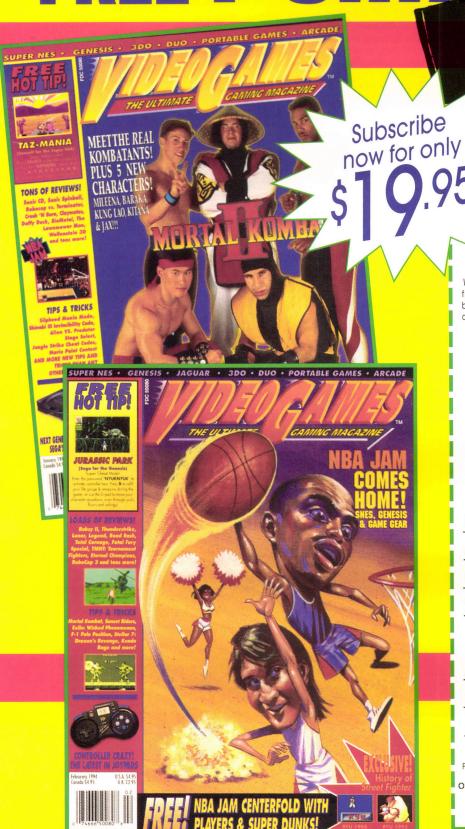
- World Rally by Atari Fatal Fury Special by SNK Warriors of Fate by Capcom
- World Heroes 2 by SNK



- *Addams Family* by Midway
- Judge Dredd by Bally
- Tales from the Crypt by Data East Twilight Zone by Midway

- Jurassic Park by Data East Wipeout by Gottlieb/Premier
- Creature from the Black Lagoon by Midway
- Last Action Hero by Data East Tee'd Off by Gottlieb/Premier

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VG NEWSNET! NEWS YOU CAN TRUST!

CALIFORNIA'S ATTORNEY GENERAL ATTACKS VIDEOGAMES MAGAZINE'S STANCE ON CENSORSHIP

Jidw bin

On Friday, February 24, Editor in Chief Chris Gore was barraged by phone calls from national media—both newspapers and television—asking for his reaction to the letter he received from California's Attorney General Dan Lungren. At that time Gore had not yet received the letter, but Lungren saw fit to fax it across the country in order to gain much-needed publicity for his crusade against the video-game industry (and his bid for reelection in November.) The actual letter (see below) finally arrived in the VIDEOGAMES offices three days later.

GORE RESPONDS TO LUNGREN: Dan, I'm disappointed. You're reacting only to the picture of your head that we pasted onto one of *Mortal Kombat's* famous fatalities and not addressing many of the points in my response. Hey, you're a public figure and are open to this kind of parody; I'm glad it got your attention. If you turn to the editorial page of the same issue you will see a similar fake photo of myself having been brutally beat up at the hands of editor Chris Bieniek. I don't mind that, I have a sense of humor about myself. I think it's funny.

It's ironic that you find it "revealing" that your 10 year-old nephew was the one who discovered your photo in our magazine, not "a member of [your] staff or any other adult." We found this to be revealing, too; it proves just how out-of-touch you are with the video-game industry. The February issue of VIDEOGAMES had been in readers' hands for a full month before it was brought to your attention. If you or your staff have not been reading the major consumer publications that cover the video game industry, how were you able to cultivate an informed opinion on the subject at hand? From watching a video tape of one or two games?

Fighting games like Mortal Kombat have been described as a form of high-speed Chess; there's a lot more to these games than the blood and guts that have been singled out by your misguided crusade. You

must form intricate strategies in order to succeed in the game, which requires a lot of brainwork, not just mindless button-pushing. Most folks consider Chess to be an intelligent game, but others might describe it as a violent game in which the opposing kingdom is conquered by the victors, thus rewarding their aggressive behavior with success.

Until you've made an effort to educate yourself on the workings of the video-game industry as a whole—not just the handful of titles that have been singled out for criticism—it'll be hard to take your efforts seriously. You might consider playing a few video games with your nephew sometime.

-Your pal, Chris Gore

LAST-MINUTE NEWS UPDATES!

SEGA AND NINTENDO ANNOUNCE NEW HARDWARE FOR '94—In an uncanny coincidence, both Sega of America and Nintendo of America picked the same day—March 14, 1994—to announce the impending release of surprising new hardware products. Sega's Super 32X "hardware upgrade" is a cartridge add-on for the Genesis that includes two Hitachi SH2 RISC processors and a newly-designed VDP (video digital processor) chip. With this peripheral mounted in the cartridge slot of your Genesis machine, you'll be able to play new cartridge and CD-ROM games with more colors, texture mapping, improved polygon

graphics technology, scaling, rotation and improved audio. It's essentially a new hardware platform with capabilities that are somewhere between the Genesis' specs and those of Sega's yet-to-be-introduced Saturn platform; while it's not expected to be compatible with Saturn-specific software, the games are rumored to be "near-Saturn quality." (Trivia fans take note: Sega's in-house code name for the new platform was "Mars".)

While Sega claims to have "more than 30 titles under development" for the Super 32X, our sources expect there to be just three or four titles available when the peripheral is released this fall at a suggested retail price of \$149.

Meanwhile, Nintendo unveiled its **Super Game Boy**, a cartridge peripheral that allows you to play Game Boy software through your Super NES. The unit resembles an oversized SNES cartridge; Game Boy carts plug into the top and appear in color on your TV screen. While the colors are primitive, the Super Game Boy allows you to customize the color scheme of existing Game Boy titles and lets you choose from different screen borders with an interface similar to that in *Mario Paint*. The new product is expected to be available on June 6 at a suggested retail price of \$59.99.

After the initial release, future Game Boy titles will play normally on the Game Boy but will be specially coded to display up to 256 colors and use the Super NES' sound capabilities when played on the Super Game Boy. The first Game Boy title to be optimized for Super Game Boy use will be a Nintendo classic: *Donkey Kong*, due in June.



State of California

Office of the Attorney General
Daniel E. Lungren
Attorney General

February 24, 1994

Mr. Chris Gore Editor in Chief VideoGames Magazine 9171 Wilshire Blvd., Suite 300 Beverly Hills, CA 90210

Dear Mr. Gore:

Recently my ten-year-old nephew showed me a copy of the February 1994 VideoGames magazine which depicts me as having been decapitated with my spinal cord dangling and blood spilling forth. I hope this tasteless illustration is not representative of the level of responsibility and maturity in the video game industry as a whole.

Indeed, your reliance on gratuitous images of violence to "illustrate" your negative reaction to my call for less violent games proves precisely the point I have been making: that many of those associated with the manufacturing and marketing of video games are transmitting to our youth a set of cultural values which glorifies violence as a key mode of expression, response, survival and even as a ticket to success.

It is also revealing that my ten-year-old nephew was the one to bring this to my attention, not a member of my staff or any other adult. This seems to confirm the industry's own figures which establish pre-teenage youth as one of the principal markets for these products, with seventy percent of the audience under the age of eighteen. That makes me doubly concerned about the violence in many of these games.

I have never suggested that every youth who plays a violent video game will personally commit acts of violence, or that video game violence is the sole cause of the upsurge in youth violence. Yet the constant daily bombardment of young people with violent

Mr. Chris Gore February 24, 1994 Page 2

images throughout our culture -- in sports, movies, television and music in addition to video games -- has deadened and desensitized them to the pain and destruction caused by violent to take root is not the only factor behind the rising tide of juvenile crime and gang activity, but the connection is

Fortunately, others involved in the video game industry are taking my appeal more seriously. In December, some of the retailers, such as Toys 'R Us and Kay Bee Toys, pulled the video game "Night Trap" from their shelves. In January, Sega recalled that video game so that it could be edited. The entire industry these video games a rating system, similar to the movies because these video games are graphic and contain adult-themes.

Finally, let me underscore that even though you use the word "censorship" to describe my efforts, I have proposed nothing of the kind. I have not advocated government legislation, industry to exercise corporate and personal responsibility for their actions. I called for positive steps from the industry by either voluntarily removing the needless violence from the games or removing the game from the market. Why not explore new ways to challenge, educate and entertain our youth rather than of video game violence.

If you choose to respond to the serious issues I have raised by depicting me as having been brutally murdered, I suppose that is your right. Personally, I don't care. However, I do care about helping to foster a culture that is less brutal and violent, and I have no intention of turning away from this

Sincerely,

Mugle

DANIEL E LUNCKEN

Attorney Genetal

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TIPS TIRIGIS

BY NIKOS CONSTANT AND ZACH MESTON



put them on a piece of paper or a postcard and sent them to us at *VideoGames*, Attn: *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you one of these cool new controllers for your Super NES or Genesis, courtesy of STD Entertainment (USA), Inc.!







(ACCLAIM FOR THE SUPER NES)

Secret Powerups!

As you probably expected, the Super NES version of *NBA JAM* is packed with secret stuff—and Iguana Software (the programmers of the home versions) have even added some great new powerups that you won't find in the coin-op original! Try these tricks on for size:

Powerup Def (Defense):

You can goaltend without getting called for it! At the "**Tonight's Match-Up**" screen, press **A** four times, then press **A** a fifth time and hold it down. At the tip-off, some garbled text appears on the screen to confirm the code.







Powerup Fire:

You stay on fire for the entire game, which gives you unlimited turbo power, gives you an incredible shooting percentage and lets you goaltend without getting called. At the "Tonight's Match-Up" screen, press B seven times, then press and hold B, Y and Up on the D-pad. Keep holding until the tip-off, when the words "POWERUP FIRE" appear on the screen.







Powerup Dunks:

You can dunk the ball from as far away as the half-court line—this is the coolest trick in the game! At the "Tonight's Match-Up" screen, rotate the directional pad 360° (you only need to rotate the pad once, but you may want to do it twice just to be safe) then press the B button thirteen times. At the tip-off, you should see the words "POWERUP DUNKS" appear on the screen.













Shot Percentage:

Whenever a player takes a shot, a number between 5% and 99% appears in the lower-right corner of the screen. The higher the number, the better the chance of the shot going on. The percentage does NOT appear when a player is going for a dunk. At the "Tonight's Match-Up" screen, press A once, then press and hold A+B+Down. At the tip-off, you'll see the words "SHOT % DISPLAY ACTIVATED" appear on the screen.







(VIRGIN FOR THE GENESIS)

To get 54 extra lives, press **START** to pause the game and punch in the code C, C, A, A, B, B, C, C, A, A, B, B. You'll hear an explosion and go to a secret level where you'll get a message from the game's programmer, John Botti. Once you've exited the level, you'll have 54 lives to help you get through the game!





TURBOCOP Mode!



Press A, B, C, C, B, A, C, B, A, C, B. A. A. A. C. A. C, B, C, A, C, A, C, A, B, C, B while



Now you can do megajumps and rip through the levels as TURBOCOP"!

Drop Through the Floor!

The designers of "RiViT" programmed in a debugging tool that allows you to drop through the floor. Simply press A, B, C, C, C, B, A while paused—you'll hear a whistling sound to confirm the code. Once you've done this, you can drop through the floor by holding **Down** on the D-pad and pressing **C** (one time only; repeat the code to drop down a second time.) This helps you get through certain levels faster (like the ED-209 stage), and it allows you to enter a section

of one level that was completely sealed off by the programmers before the game was released because it contained a flaw that could lock up the game. Pause the game and Can you find this hidden section?



press A, B, C, C, C,



Hold **Down** on the D-pad and press C to drop down to the next level

Neapons Select

The secret message from John Botti also includes an extra code to get a weapons select. Just pause the game again and use the code B, A, C, C, C, A, B, B, A, C, C, C, A, B. If you've done the code correctly, you'll hear machine gun fire. Unpause the game, then hold **Down** on the D-pad and hold A, B and C simultaneously. You'll see the icon at the top of the screen start to cycle through different types of







Immorta

Once you've entered the TURBOCOP Mode as described above, you can enter a bonus level that makes you invincible. Just start the game's "Trainer" level, move Robocop all the way to the left of that stage, hold Up and press C to jump. Robocop will find the Immortality Level with another secret message from the game's designers. Now you're immune to enemy fire!



all the way to the left







(SNK FOR THE NEO.GEO)

Secret Character!

The instruction manual for this 150-meg slugfest makes no secret of the fact that there's a hidden character in the game. "The person waiting for you at the end is UNKNOWN!" it says. To find the dude, you have to beat the game at any difficulty level without losing a single round. (If you have a Neo•Geo Memory Card then it's really easy: If you lose a round, simply lose the battle and continue with the Memory Card. Your perfect record will remain intact.)

The secret fighter in the "Dream Match" is Ryo Sakazaki from SNK's own Art of Fighting

series. He's a worthy opponent; watch out for the mega-hit "magic move"!



Beat the game without losing a single round.



You'll be able to fight the "Dream Match" with....



Ryo Sakazaki from the Art of Fighting series!



Ouch, from now on it's feeding Pigeons for me.

Beat him to see a special ending for your character.



Lose your
"Dream
Match" with Ryo



At the fight demo press Up, Left, Down, Right, Up, A, Up, Right, Down, Left, Up, C.



Choose a twoplayer game.



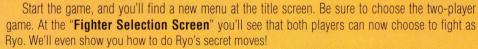
Now you can fight as Ryo Sakazakil



Fireball: →+A or C

Play As Ryo Sakazaki!

To choose the secret character as your fighter in a two-player game, you must have the Memory Card and be able to fight Ryo as described above—and beat him! Once you've defeated Ryo, start a new game and choose the saved game in the Memory Card to fight Ryo again. This time you must lose the battle with Ryo; then, when the "Continue" countdown runs out and a fighting demo sequence begins, press **Up**, **Left**, **Down**, **Right**, **Up**, **A**, **Up**, **Right**, **Down**, **Left**, **Up**, **C** on Controller 1. You'll hear Ryo's familiar taunt, "Oobida—oobida!" to indicate that the code is in place.





Super Uppercu

→ ↓ → + A or (



Fire Kick: ピタ+B or D

Sound Test!

To find a Sound Test menu in *Fatal Fury Special*, just pause the game and press **A**, **B**, **C**, **D**, **A**. Now you can hear all of the different grunts, groans and music from the game!



Pause the game and press **A**, **B**, **C**, **D**, **A**.



A Sound Test menu will appear!



Fists of Fury: Pres C repeatedly



Mega Fireball: →←ビ↓≒→+(



Desperation Attack

\(\psi \cup \cup \cup \rightarrow + \beta + \beta



TEMPTING,

It's been one of those days. A revolution is about to topple your government, your invasion force has just been thrown back into the sea, and France and England have just levied trade embargoes against you. What's next?



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CIRCLE #108 ON READER SERVICE CARD.



(VIRGIN FOR THE SEGA CD)

Full-Motion Video Scene Select!

Here's a code if you want to check out all of the full-motion video sequences in *The Terminator* without playing through the whole game. At the main menu, choose "**Options**." At any of the items in the "Options" menu, hold the **C** button, push **Right**, **Left** and release **C**. You'll see the flashing triangle cursor change into a square. Next, choose the "Sound Test" option and you'll find a new menu item called "**Cinema Sequences**." The menu contains all of the video sequences in the game!



Go into the



Hold C, press Right, Left and release C.



The cursor will change from a tri angle into a



Next, choose th
"Sound Test"
option.



You'll find a new menu item called "Cinema Sequences."



Choose any of the



.to see the game's full-motion video



MAY '94





Have you ever wondered why balloons came before supersonic jets? It's simple. Hot air is easier to make. When it comes to 16-bit video games, the hot air coming out of Sega's marketing department could inflate a giant Macy's Thanksgiving Day hedgehog—well, almost. Before you make a choice between 16-bit systems, you should get the cold, hard facts.

A BLAST OF HOT AIR

This "Blast Processing" you've heard about is said to speed up Genesis games, but what is Blast Processing? When we called Sega, they said it was just a marketing buzz-word. And according to programmers we talked to who design games for the Genesis, Blast Processing doesn't exist except in the minds of Sega's marketing department. There's no Blast Processing hardware. There's no Blast Processing technology. There's no super "Blast" boost of any kind. So what about Sonic's speed? The truth is that you could put Sonic or any character on the Super NES and have it race across the screen just as fast. You could also easily scale him so large that you'd see each individual hedgehog hair (not a pretty sight) and you could rotate his background until he really turned

blue. So why don't Genesis games have special effects like that? Because they don't have the custom graphics processors that are used in the Super NES, and because Blast Processing isn't worth a hedgehog's hair when it comes to real gaming advantages.

The truth is that you could put Sonic on the Super NES and have him race across the screen just as fast!

Comparing speed on the two systems is like comparing apples to oranges. Processing speed can be measured in several ways including CPU clock speed and memory cycle time. For instance, the Super NES has a slower clock speed but a faster memory cycle

time. Even so, according to game programmers, processing power is not just a matter of CPU speed. In fact, CPU speed is only one of many factors. The only real way to judge speed is by playing the games. It is important in games like F-Zero and Street Fighter II Turbo, because the element of speed adds to the challenge. On the highest speed settings of SF II Turbo (at ten stars), only a real master can react quickly enough to throw a winning combination. On either the Super NES or Genesis you could have characters move so fast that you literally couldn't see them, but what's the fun in that? So what is this myth about Blast Processing? That's simple. Clever ads from Sega's marketing department. If you've been taken in by this myth, don't feel bad. You're not alone.

TRUE PUVVEK PROCESSING

When the Super NES debuted, critics said that Nintendo had waited too long before entering the 16-bit market. What Nintendo had been doing, however, was creating a new technical standard for video games. The Genesis had been put together with mainly off-the-shelf parts that had been designed for generalized computing functions, not video games. But the Super NES incorporated six customized chips and a CPU with specialized, Direct Memory Access high-speed functions and two advanced PPUs or video processing units. The video processors are uniquely designed to provide graphic effects like the eight independent background mode functions including the rotation and scaling effects of Mode 7. Mode 7 is a built-in function of the Super NES PPU that has revolutionized home video games. Sports games in particular have risen

to a new level with in-your-face perspectives like that of NCAA Basketball and NHL Stanley Cup. This is true Power Processing. It's wired in. And the Super NES does more than manipulate graphics—it also gives you better graphics from the start with more than 32,000 colors to choose from while Genesis has 256. The Super NES can display 256 colors at one time while the Genesis can only show 64. While 128 sprites can appear on the screen on Super NES games, only 80 appear on the Genesis. Put a Super NES game like Street Fighter II, Alien³, The Lost Vikings, or Nigel Mansell's World Championship Racing next to its Genesis equivalent and you'll see the difference: the Genesis, presents a flat, pale reflection of the Super NES. It's like comparing fresh oranges to Tang. The Genesis just ain't got the juice.

SUPERior NES

- Two video processor PPU units with eight mode effects including Mode 7 for special graphics effects like rotation and scaling
- 6 custom designed chips for video games as opposed to only 2 custom chips on the Genesis circuit board give more graphics effects, more colors and better sound
- Almost twice the internal memory for speeding up programs
- Data retrieval is 280 nanoseconds for the Super NES—88% faster than Genesis
- Sound Signal to noise ratio is 2.5 times better in the Super NES for sharper more realistic sound effects, voices and music
- The Super NES Controller has 12 buttons to eight for Genesis for greater game play versatility and better control

teeth into. These guys are mastersthey want to take their game ideas to the limits, and the Super NES is the 16bit platform that gives them the custom graphics and sound processors to do it. Here are some of the best: Super Metroid, Street Fighter II Turbo, The Legend of Zelda: A Link To The Past, Super Empire Strikes Back, Star Fox, Mega Man X, Super Mario Kart, NCAA Basketball, Secret of Mana, Final Fantasy II, NHL Stanley Cup, Tommy Moe's Winter Extreme Skiing & Snowboarding, Actraiser, Turn & Burn: No Fly Zone, Ken Griffey Ir. Presents Major League Baseball, Tiny Toon Adventures Buster Busts Loose, F-Zero, Pilotwings, Contra III, Bugs Bunny Rabbit Rampage, Road Runner's Death Valley Rally, Mario Paint, Stunt Race FX, Super Mario All-Stars, Soul Blazer, Castlevania IV, Star Trek: The Next Generation, SimCity, Top Gear, Super Bomberman, Tony Meola Soccer, Wicked 18, Wings 2, Yoshi's Cookie and many more classic games in every category including action, sports, adventure, RPG, puzzles and simulations. You could never duplicate these games on the Genesis except in name, and many of these games will never appear on the Genesis in any form. In other words, if you only own Genesis, you can't play these games.

FOR THE SUPER NES ONLY

If speed is all that a game has, then it won't be fun for long. Involving game play is a matter of variety, challenge and depth. It might feel good to rocket through Sonic 2 the first time you plug it in, but what then? The built-in power of the Super NES gives game designers and programmers more meat to sink their





So you spent your hard-earned bucks on the Genesis and now you can't play the best games. It may not seem fair, but it's not the end of the world. For less than the cost of a couple of Genesis games, you can have the system that gives you the best fighters with lightning fast control like Street Fighter II Turbo, the deepest fantasy adventures from Square Soft, Enix, Koei and Nintendo, the most challenging and creative action games like Super Empire Strikes Back and Star Fox and the most realistic and revolutionary sports games like NCAA Basketball and NHL Stanley Cup. The Super NES is the system with real power. If you don't have it, you're missing the real action. Get real. Get Nintendo.

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Q&A:

THE QUESTIONS THAT COUNT

Which system gives you 2 custom graphics processors?

Super NES

Which system gives you 4 times the colors?

Super NES

Which system gives you the deepest game play?

Super NES

Which system has a black control deck?

Genesis

Which system has a more versatile controller?

Super NES

Which system has the most custom chips?

Super NES

Which system has Mode 7 effects?

Super NES

Which system has twice the internal memory?

Super NES

Which system uses electricity?

Both

Which system can use the most sprites (128) simultaneously?

Super NES

Which system has a European porcupine for a mascot?

Genesis

Which system has true digital sound?

Super NES

Which system has specialized DMA architecture?

Super NES

Which system can turn you into a super man?

Neither

Which system costs about \$90?

Both

Do you really need anyone screaming in your face?

No

Now you add it up.

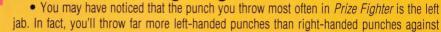
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(SEGA FOR THE SEGA CD)

Tips and Strategies!

Fighting Tactics



three of the four fighters; only T. Rex leaves himself open to rights more than lefts. With this helpful info in mind, go to the Power Points option and give your left hand as many Power Points as possible (50% of your total), then assign the other 50% to your Stamina. Your right hand should have only one Power Point. Now you can take out Honeyboy Hernandez with ease and start working up towards Nuke "The Duke" Johnson. We were able to defeat Nuke and win the game with only 1600 Power Points using this method, but we also had to be wimpy and turn the Training Mode on.

• Don't try to battle through the ranks too quickly. Fight each opponent at least four or five times to build up your Power Points and increase your pumpitude. Remember that the longer a fight lasts—and the more accurate your punches—the more Power Points you're

awarded when you win. Don't go for a quick first-round knockout if you're going for Power Points; make the fight last into the second or third round and THEN kick butt.

 In case you were wondering: No, you can't win a fight by decision, even if you knock your opponent down twice in every round. (If you knock him down three times, you win by technical knockout.) You have to score a KO or TKO to win.

• If you want a real *Prize Fighter* challenge, here's how to play: don't use the Training Mode, don't distribute more

than 35% of your Power Points to the left hand, and use a three-button controller instead of a six-button controller. Good luck!











• The bob maneuver (**Left** or **Right** on the control pad) is more effective than blocking, because you can still see your opponent and watch for him to lower his guard so you can counter-punch.

• To see all the scenes between rounds, just block with both gloves for all three minutes of every round. You won't win the fight, of course, for being such a wuss. Try surviving all

three rounds against Nuke "The Duke" Johnson—you'll need plenty of Power Points, because Nuke can hurt you with his massive punches even when you're blocking!



Are you still having trouble with your favorite game? Well, VIDEOGAMES doesn't give out tips over the phone—but here is a list of people who do:

Nintendo of America Inc. (206) 885-PLAY

HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard

COST: Standard long-distance rates to

Redmond, Washington, apply.

TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc. (415) 591-PLAY *HOURS:* 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week

COST: Standard long-distance rates to Redwood City, California, apply.

TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Seismic's Genesis games and certain early Renovation titles, questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp. (900) 737-ATARI

HOURS: 24 hours a day, seven days a week COST: 95¢ per minute

TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc. (310) 337-6916

HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Los Angeles, California, apply.

TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts (900) 288-HINT

HOURS: 24 hours a day, seven days a week COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

Phillips CD-i (800) 762-0248

HOURS: Monday through Friday-5 a.m. to 6 p.m. (Pacific Standard Time)
COST: Toll free, but you must register using the serial number on the back of your CD-i machine.

TIPS: Any CD-i questions you may have including game hints, hardware questions

and any other CD-i software info.

U.S. Gold (*Flashback* Gameline) (900) 288-GAME

HOURS: 24 hours a day, seven days a week COST: 85¢ per minute

TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

Data East (900) 4545-HELP

HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance

COST: 95 ¢ for the first minute, 75 ¢ each additional minute

TIPS: Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles, including Side Pocket and High Seas Havoc.



MAY 194



(ARENA FOR THE SEGA CD)

Player vs. Same Player!

With this killer code, you can have a wrestler battle against himself in either a One Fall, Brawl, or Cage Match. In a one player game, select "Player" on the "Opponent Chosen By" screen. When it's time to choose your character, hold Left and press C. When

you hear the signal that the wrestler has been chosen and the gold "Player" medallion appears by his name, press **down** on the joypad. A carbon copy of the first character will appear, allowing you the option of picking the same wrestler to be your opponent.



Select "Player" on the "Opponent Chosen By" screen.



Hold **Left** and press **C** to select your warrior.



Press **Down** to reveal your wrestler's dupli-



Now you can have the same wrestler fight against himself!



IKONAMI FOR THE SHEER NEST

Use Ultimate Attack in Story Battle Mode!

Normally you can't use the "Ultimate Attack" feature in the "Story Battle Mode," but with this convenient code, you'll be able to kill at will. At the title screen, enter

the following code on **Controller 2**: **Up**, **Left**, **Down**, **Right**, **X**, **Y**, **B**, **A**, **X**, **Y**, **B**, **A**, **X**. You'll hear an explosion if you've entered the code correctly. Go into the "Story Battle Mode" and start swinging. You'll be able to do "Ultimate Attacks" against the computer!



Press Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X on Controller 2.



Go into "Story Battle Mode" and select a char-



The "Ultimate Attack" bar will tell you when you're ready to cause mayhem.

10 Turtle Credits!

using Controller 1 and you'll see that a 10-credit selection can now be made.



Press B, B, B, A, A, A, X, X, X, X, X, X, X on Controller



Go to the
Option
Menu using
Controller
and select the
10 Credit



(HOD) ==

For use with Datel's Pro Action Replay Game Bustling Cartridges

TMNT TOURNAMENT FIGHTERS

(Konami for the Super NES)



OE-E460—Unlimited energy

for player 1

7EOF-C460—Unlimited Energy for player 2

7E00-8E59—Unlimited time 7E1A-CEOB—Player 1 plays as Karai

7E1A-CEOA—Player 1 plays as Rat King

7E1B-1E0B—Player 2 plays as Karai

7E1B-1E0A—Player 2 plays as Rat King

7E1F-920X—Replace X to change the game speed. 7E0E-9F40—Use with code below for super jump tplayer 1). Turn Action Replay on at the energy screen.

7E1E-F809—Use with above code

E1A-C454—Unlimited ultimate move

AERO THE ACROBAT

(Sunsoft for the Super NES)



7EOC-CO59—Infinite time 7EOD-0000—Walk through to the end of the level.

JURASSIC PARK (Ocean for the Super NES)



7E02-9510—Infinite ammo

TOTAL CARNAGE

(T•HQ for the Super NES 7E04-C803—Infinite lives for

7E04-8003—Infinite lives for player 1

E04-8103—Infinite mines for player 1



KILLEM KUMBUS

In every issue of *VideoGames*, we'll feature our readers' best fighting-game combination attacks in *Killer Kombos*; the two top combos every



month will each win a set of Dual Turbo wireless controllers for the Super NES or Genesis, courtesy of Acclaim!

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS (KONAMI) ★ 40% DAMAGE ★

This Armaggon combo comes from Neil Murphy of Atkinson, New Hampshire. It works on the Super NES version of the game, winning Neil a pair of Acclaim's wireless controllers for the SNES. Using Amaggon, Jump in with a Flying Regu-

lar Kick (Button B). Ducking Down, do a Normal Kick (Button B again) and Charge Down. Finish up the move with Armaggon's Strong Fin Shock (Charge Down for two seconds + Button A).



Jump towards your opponent and do a **regular kick** (**Button B** in the game's original control configuration).



Hit with a ducking normal kick (Button B again) while charging down.



Do a **strong Fin Shock** to complete the move (**Charge Down** + **Button A**).

STREET FIGHTER II SPECIAL CHAMPION EDITION (CAPCOM) * 70% DAMAGE *

This Killer Kombo comes from Alex Thomas of Palm Harbor, Florida, who wins a set of Dual Turbo wireless controllers for his Genesis. If done correctly, it can annihilate your opponent from the get go. Using Vega, Jump in and hit your opponent with a Fierce Kick. While jumping, Charge Back. While still charging down hit Jab and follow it up with a Crouching Fierce Kick. While the enemy is getting up, do a Fierce Claw Roll. If you do it right, you'll hit up to four more times, taking the other quy down!



Jump in with a fierce kick (Jump+C) and charge back.



Smoke them with a Crouching
Fierce Kick (C)



While charging back, get them with a jab (**Charge Back** + **X**)



Finish it all up with a Fierce Claw Roll (Charge Back, Forward

Stage Select!



Go to the **Options** screen and select the "**Quit/Previews**" box. Hold the **X** (Stop) button down and press **B**, **L**, **A**, then release **X** and press **B**, **L**, **A**, **B**, **L**, **A** to hear the blast door open.

The **Stage Select** will pop onto the screen along with the Crystal



(CRYSTAL DYNAMICS FOR THE 3DO)

Get to the cheat mode in this mega-buck shooter by going to the **Options** screen and selecting the "**Quit/Previews**" box. When you're there, hold the **X** (Stop) button down and press **B**, **L**, **A**, then release **X** and press **B**, **L**, **A**, **B**, **L**, **A**. If you do the cheat correctly, you'll hear the sound of a blast door opening, and the Crystal Dynamics logo will appear in the Options box along with the **Stage Select**. Now you're ready to blast your way through the universe.





(KONAMI FOR THE GENESIS)

Desperation

The Genesis manual for TMNT Tournament Fighters says that the "Ultra Desperation Attacks" are "such an awesome display of power that we couldn't even describe it in this manual." Well, maybe the folks at Konami can't handle it, but the staff at VIDEOGAMES is ready, willing, and able to give you the information you need about these moves.

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.









Raphael: ←>> ¥ ↓ K +C











(Sega for the Game Gear)



MORTAL KOMBAT

(Arena for the Game Gear)

STAR WARS (U.S. Gold for the Game

SONIC SPINBALL

(Sega for the Genesis)

GAUNTLET IV

(Tengen for the Genesis)

tions (Elf)







MORTAL KOMBAT

The Karnage Kontinues

felcome to our latest *Mortal Kombat II* strategy update! The moves and fatalities listed in the next six pages have been tested on revision 3.1 of the *Mortal Kombat II* code—ask your arcade owner/operator for more information on which revision you're playing.

• To disable all throws during a two-player match, hold both joysticks **Down** and hold the **HIGH PUNCH** button on both sides of the machine during the matchup screen just prior to the fight.



 To have the computer choose a character for you at random, hold the joystick Up and press START while you're on the top row of the character-select menu.





To perform
 a Babality or
 Friendship move,
 you must not
 press HIGH
 PUNCH or LOW
 PUNCH during
 the round in
 which you expect

to do the move. If you press a punch button during the winning round, your Babality or Friendship move will not work. To knock an opponent into the acid waters of the "Dead Pool" stage, stand right next to him or her when the words "Finish Him/Her" appear on the screen, hold the joystick **Down**, hold **LOW PUNCH+LOW KICK** and press **HIGH PUNCH** to uppercut your opponent off the bridge. This move is the same for all twelve characters.





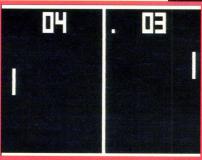
• The "Pit II/Kombat Tomb" fatalities will only work on those two stages. Do the move on "The Pit II" stage and you'll uppercut him or her right off the bridge; do the same move on the "Kombat Tomb" stage and you'll uppercut him or her into the spikes that point down from the ceiling. To make a charac-

ter slide off the spikes and drop to the floor in the Kombat Tomb, press and hold **Down** on both joysticks immediately after the fatal uppercut.



 When the "Battle" counter reaches 250 in a two-player marathon, you'll face a "challenge from your past": a game of *Pong* that appears before each round!





• Thanks to James "MK" Fink for invaluable assistance; as always, very special thanks to Dean Gamburd and Jorge Sanguinetti at C.A. Robinson & Co. in Los Angeles for their limitless patience and kindness.



LIU KANG

HIGH PUNCH (in close)

Forward, Forward, HIGH KICK

Hold LOW KICK for three to five seconds.

Forward, Forward, HIGH PUNCH

Low Fireball

Forward, Forward, LOW PUNCH

Down, Down, Forward, Back, LOW KICK

Back, Forward, Forward, LOW KICK



Forward, Back, Back, Back, LOW KICK







KUNG LAO

HIGH PUNCH (in close)

Back, Forward, LOW PUNCH

Jump, then hold **Down** and press **HIGH KICK** in midair

Whirlwind Spin Up, Up, LOW KICK

Back, Back, Forward, Forward, HIGH KICK Pit II/Kombat Tomb Fatality
Forward, Forward, Forward, HIGH PUNCH



Back, Back, Back, Down, HIGH KICK



Forward, Forward, Forward, LOW KICK



Hold LOW PUNCH, press Back, Back, **Forward** (press **Up** just before the hat reaches



JOHNNY CAGE

HIGH PUNCH (in close)

HIGH KICK or LOW KICK (in close)

Green Ball
Rotate joystick **Back/Down/Forward**, **LOW PUNCH**

High Green Ball Rotate joystick **Forward/Down/Back**, **HIGH PUNCH**

Back, Down, Back, HIGH PUNCH

Back, Forward, LOW KICK

Hold LOW PUNCH, press BLOCK

Back, Back, Back, HIGH KICK

Down, Down, Down, HIGH KICK



Down, Down, Down, HIGH KICK



Down, Down, Forward, Forward, LOW PUNCH





REPTILE

HIGH PUNCH (in close)

Hold Back, press LOW PUNCH+BLOCK+LOW KICK

Forward, Forward, HIGH PUNCH

Back, Back, HIGH PUNCH+LOW PUNCH

Invisibility
Up, Up, Down, HIGH PUNCH

Down, Back, Back, LOW KICK

Down, Forward, Forward, BLOCK



Friendship Back, Back, Down, LOW KICK



Tongue Fatality
Back, Back, Down, LOW PUNCH



Forward, Forward, Down, HIGH KICK (This fatality can only be executed while



SUB-ZERO

HIGH PUNCH (in close)

Hold Back, press LOW PUNCH+BLOCK+LOW KICK

Rotate joystick Down/Forward, LOW PUNCH

Rotate joystick Down/Back, LOW KICK

Down, Back, Back, HIGH KICK

Down, Forward, Forward, BLOCK



Back, Back, Down, HIGH KICK



Deep-Freeze Fatality
Forward, Forward, Down, HIGH KICK to freeze, then press Forward, Down, Forward, Forward, HIGH PUNCH (in



Hold LOW PUNCH, press Back, Back



SHANG TSUNG

Back Back HIGH PUNCH

Back, Back, Forward, HIGH PUNCH

Three Flaming Skulls Back, Back, Forward, Forward, HIGH PUNCH

Morph into other characters:
Liu Kang: Back, Forward, Forward, BLOCK
Kung Lao: Back, Down, Back, HIGH KICK
Johnny Cage: Back, Back, Down, LOW PUNCH
Reptile: Up, Down+HIGH PUNCH
Sub-Zero: Forward, Down, Forward, HIGH PUNCH
Kitana: BLOCK, BLOCK, BLOCK
Jax: Down, Forward, Back, HIGH KICK
Mileena: Hold HIGH PUNCH for three

Baraka: Down, Down. LOW KICK
Scorpion: Up, Up
Raiden: Down, Back, Forward, LOW KICK

Back, Forward, Down, HIGH KICK

Friendship
Back, Back, Down Forward, HIGH KICK

Inner Ear Fatality Hold **HIGH KICK** for 2-3 seconds, then release



Life Force Fatality
Up, Down, Up, LOW KICK



Hold LOW PUNCH for entire battle (at least 25



BIGGER

BETTER

LOUDER

MEANER



SEGA CD





KITANA

HIGH PUNCH (in close)

Hold Back, press HIGH PUNCH

Forward, Forward, HIGH PUNCH+LOW

PUNCH

Back, Back, Back, HIGH PUNCH

Air Attack Rotate joystick **Forward/Down/Back**, **HIGH PUNCH**

Down, Down, Down, LOW KICK

Forward, Down, Forward, HIGH KICK



Down, Down, Up, LOW KICK



Hold LOW KICK, press Forward, Forward, Down, Forward then release



BLOCK, BLOCK, BLOCK, HIGH KICK



JAX

Forward, Forward, LOW PUNCH

Press HIGH PUNCH repeatedly while throw-

Energy Wave Rotate joystick **Forward/Down/Back**, **HIGH KICK**

Babality **Down, Up, Down, Up, LOW KICK**

Up, Up, Down, LOW KICK



Friendship Down, Down, Up, Up, LOW KICK



Hold LOW PUNCH, press Forward, Forward, Forward and release



BLOCK, BLOCK, BLOCK, LOW PUNCH



MILEENA

Elbow **HIGH PUNCH** (in close)

Back, Back, Down, HIGH KICK

Forward, Forward, LOW KICK

Hold HIGH PUNCH for two to three seconds,

Down, Down, Down, HIGH KICK

Forward, Down, Forward, LOW KICK



Down, Down, Down, Up, HIGH KICK



Forward, Back, Forward, LOW PUNCH



Hold HIGH KICK for two to three seconds.





BARAKA

HIGH PUNCH (in close)

HIGH KICK, HIGH KICK (in close)

Rotate joystick Down/Back, HIGH PUNCH

Hold Back, press HIGH PUNCH

Blade Fury Back, Back, Back, LOW PUNCH

Forward, Forward, HIGH KICK

Forward, Forward, Down, HIGH KICK



Up, Forward, Forward, HIGH KICK



Back, Back, Back, HIGH PUNCH





SCORPION

HIGH PUNCH (in close)

Back, Back, LOW PUNCH

Press **BLOCK** while close to opponent in midair

Rotate joystick Down/Back, HIGH PUNCH

Leg Grab
Rotate joystick Forward/Down/Back,
LOW KICK

Down, Back, Back, HIGH KICK

Pit II/Kombat Tomb Fatality Down, Forward, Forward, BLOCK



Back, Back, Down, HIGH KICK

Up. Up. HIGH PUNCH



Toasty Fatality **Down, Down, Up, Up, HIGH PUNCH**



Hold HIGH PUNCH, press Down, Forward, Forward, Forward then release



RAIDEN

Mini Uppercut **HIGH PUNCH** (in close)

Down, Up quickly

Flying Attack Back, Back, Forward

Rotate joystick Down/Forward, LOW PUNCH

Hold HIGH PUNCH for three to four seconds,

Down, Down, Up, HIGH KICK

Pit II/Kombat Tomb Fatality Up, Up, Up, HIGH PUNCH



Down, Back, Forward, HIGH KICK



BLOCK+LOW KICK repeatedly to explode



Hold HIGH PUNCH for ten seconds, then

JADE

A green ninja who can sometimes be seen peeking out from behind the trees in the Living Forest stage, Jade is the first of many "secret characters" to be discovered in *Mortal Kombat II*. To find her, you must reach the stage just prior to the questionmark stage in a one-player game. While fighting on this stage, you must win one round using only the **LOW KICK** button—pressing any other button during the round will disqualify you from reaching Jade in that round. If you fulfill these requirements, you will be transported through the portal to do battle with Jade in Goro's Lair.



Play to the stage before the "?" stage in a one-player game.



Win one round using only the LOW KICK button.



You'll be transported to the portal...



...where you'll get a special congratulatory message.



Then you get to fight Jade in Goro's Lair!

SMOKE

A gray ninja who also appears periodically in the Living Forest stage, Smoke is a deadly combatant whose body emits clouds of smoke while he fights. To reach him, you must fight on The Portal stage in either a one-or two-player game. During the battle, watch for *MK II* sound designer Dan Forden to appear in the lower-right corner of the screen; he's the guy who pops up and sings "Toasty!" at certain times, usually after a player has connected with an uppercut or Kung Lao's Whirlwind Spin. While Forden is on the screen, hold the joystick **Down** and press the **START** button; you'll be sent through the portal to face Smoke in Goro's Lair.



While fighting on The Portal stage, try to do a lot of uppercuts.



If Dan "Toasty!" Forden appears, hold Down on the joystick and press START.



You'll be transported to the portal...



...where you'll get a special congratulatory message.



Then you get to fight Smoke in Goro's Lair!

NOOB

The last of the three known hidden characters to be discovered in the game. Noob Saibot is also the easiest to find: in fact. some players may stumble upon him accidentally while playing in two-player mode. If you play on a Mortal Kombat II version 3.1 machine until your winning streak reaches 50, you'll get a special congratulatory message (similar to Reptile's on-screen greeting in the original Mortal Kombat), then you'll be warped to Goro's Lair to do battle with Noob Saibot, an all-black shadow Ninja. He's not as fast as Smoke, but he does have the standard Ninja moves. If Noob Saibot defeats you, in most cases your winning streak will be kept intact by the computer and you'll be able to face him a second time immediately after the first battle.

So what kind of name is Noob Saibot for a killer Ninja? His title is made up of the last names of *Mortal Kombat II*'s main designers—Ed Boon and John Tobias—spelled backwards.



Play on a 3.0 or 3.1 machine until you have a 50-game win streak.



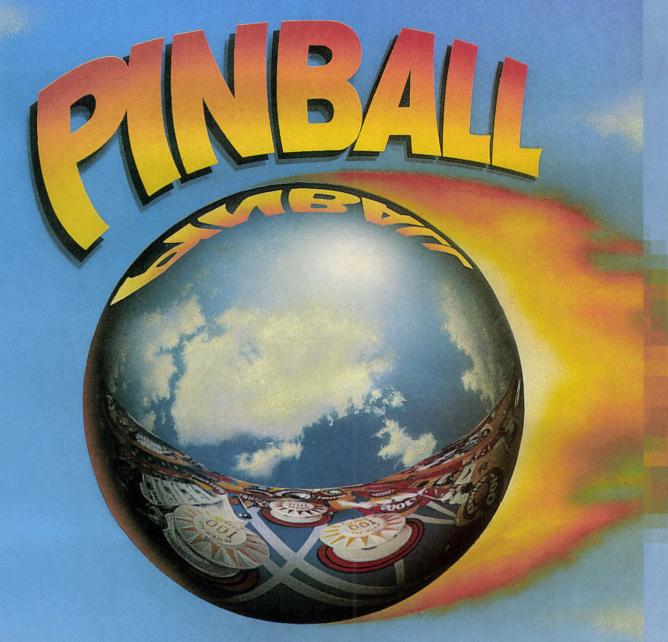
You'll get this special congratulatory message.

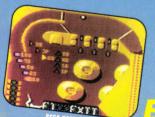


Now you can fight against the mysterious Ninja named Noob Saibot!









DREAMS

BUMPER TO BUMPER ACTION!

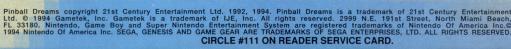
It's fast. It's crazy. It's going to give you pinball elbow. You may be a pinball wizard, but are you sharp enough for Arrow Roll-Overs? Can you shoot the Sun-Run without getting burned? Can you make it to Midnight for 5 million points? Can you go for the tilt feature and still keep your equilibrium? Pin yourself to the screen and go for the big score.

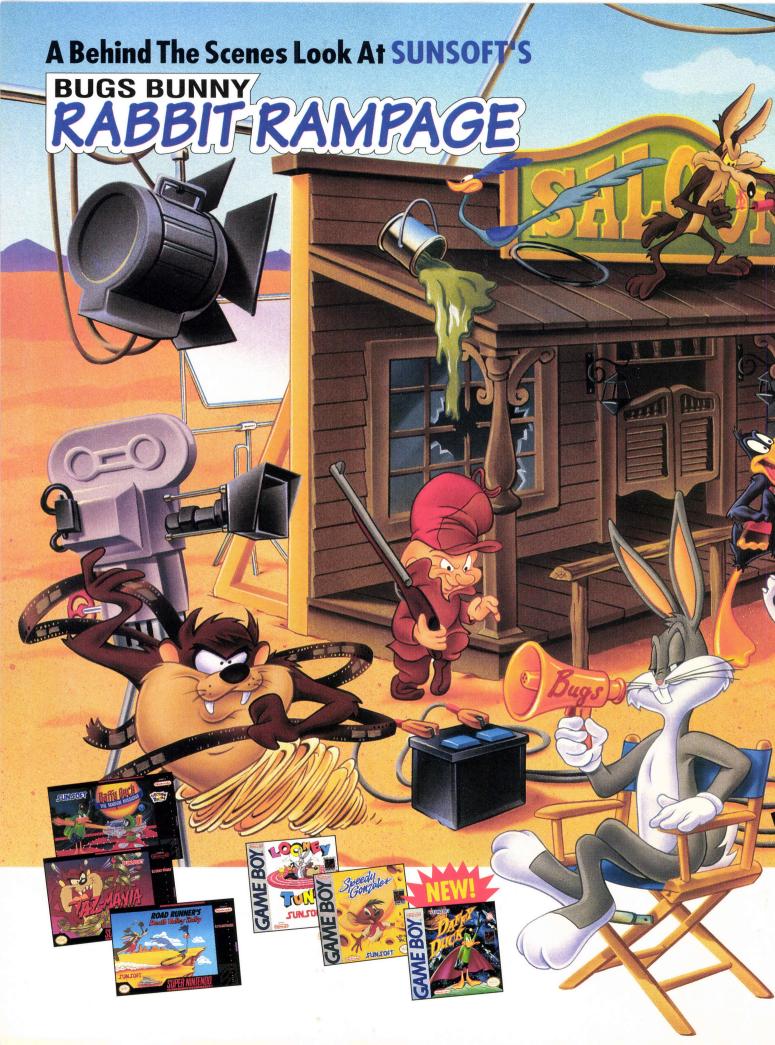


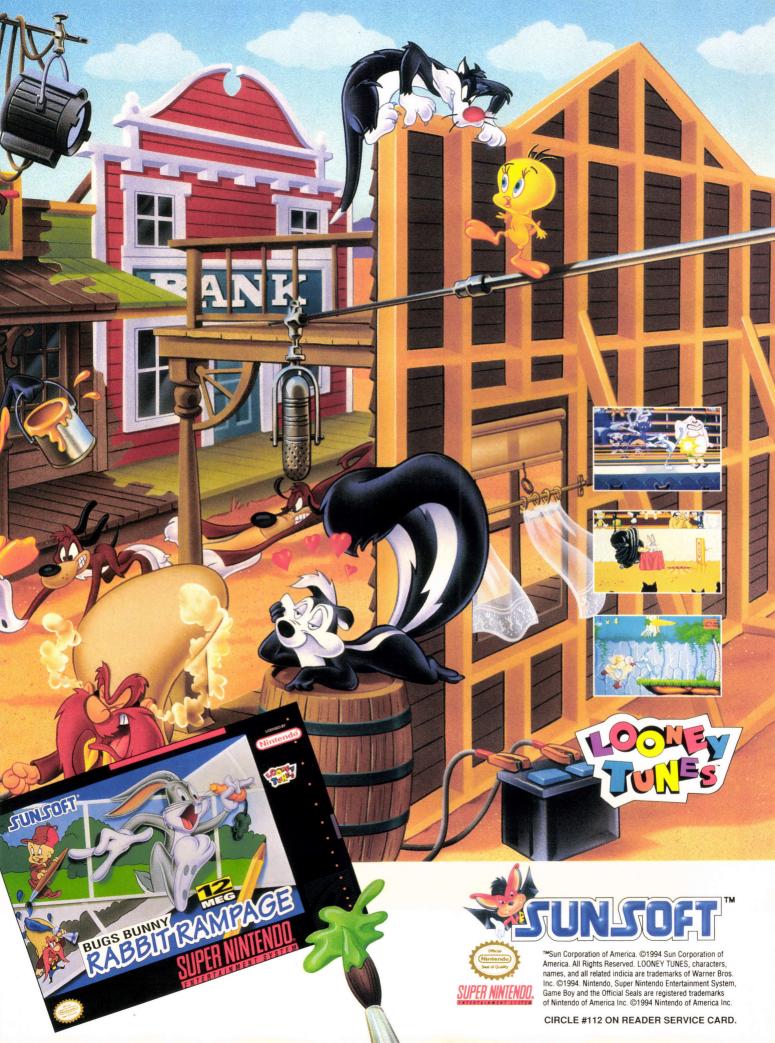












SNK Corp. for the Neo-Geo Fighthing 2 A My

and Eric Nakamura by Nikos Constant

hat do you do when your power is running low and your opponent is threatening to thrash? Use these special secret moves sions of fighting-game fury that cause major life loss for your opponent,

Each of the following moves will only work when your character's "Spirit Gauge" is full (hold the A button to charge up if it's not)

and—more importantly—your opponent must hit you until your own Power Gauge is less than 32% of the total. The Power Gauge will start to flash when it reaches this point, so you'll know when these desperation moves are ready to be unleashed. Some of them are going to take some practice, so learn the ropes to get the upper

YO: +>>>+€+C





Robert: +>>>+c+c







Kisaragi: +K+x+x+B













AKEKTNA+A

King: +>>+c+B

























John: >+K+x+c+B















Big: +>>>+++









VUVI: >++>>+K+C+B



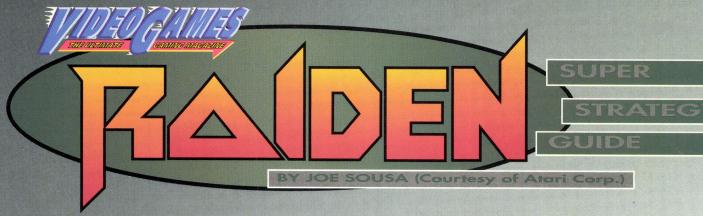












Blast your way through eight levels of this terrilying shooter for the Atari Jaguar!

TIPS ON COLLECTING POWER - HPS

The laser beam is the most useful weapon in the game. To obtain the laser beam, collect the blue power-ups. To find the power-ups, you must destroy the ships that release power-ups. The power-up ship is the one that appears at the beginning of Level 1, right after the three jetcopters on the beach scene. These ships also appear at regular intervals in all levels. If you destroy this ship, the power-up will be released.

The power-up will be either red or blue in color. If the ship releases a red power-up, wait for a few seconds, and it will turn blue. The power-ups cycle from red to blue. The more blue power-ups you collect, the more powerful your laser will be. This is true of the red power-up also. Collecting consecutive red power-ups will give you a more powerful machine gun.

There are also missile power-ups. There are two types, direct fire missiles and homing missiles. These power-ups are hidden under crates that

are located on most levels. The direct fire missile power-up is represented by a yellow "M," and the homing missile is represented by a green "H." The direct fire missiles are more powerful, but only travel straight ahead. The homing missiles are not as powerful, but they seek out and destroy the enemy. These work the same way that the red/blue power-ups work. If you collect only homing missile power-ups, you will receive more and more powerful homing missiles. The same is true of

direct fire missiles. There is also a bomb power-up that the power-up ships will sometimes release. These add to your collection of bombs; they do not make the bombs you currently have more powerful.

Finally, there is the "P" power-up. This immediately transforms any

weapon you have to its most powerful version. So, if you have a weak laser and weak homing missiles, you will have the super-laser and the most powerful homing missiles there are.





STAYING ALLY

Don't fly your ship at the bottom of the screen; instead, try to stay about a quarter of the way up. This way, if anything tries to get you from behind, you will have time and room to maneuver around it. If you have a low-power weapon, try to collect the direct fire missile; if your weapon is very powerful, collect the homing missile. If you are surrounded by enemies, use a bomb and then move to the center of the bomb explosion. The explosion will shelter you from the enemy shots, as well as destroy any nearby enemies.

If you are being hassled by a particular enemy, try moving away so that it is off the screen. Enemies off the screen will not shoot at you.

TIPS ON COLLECTING BONUS ITEMS

There are a few other items that can be collected during the course of a game: Medals, dragons and fairies. The medals and dragons are hidden under the crates. They can also be found on some rooftops and other strange places; just blast at

everything and you might uncover some. The medals also have one other bonus feature: Not only are they worth 500 points when you pick them up, but, at the end of a level, any medals you have collected will be worth 1,000 points and will be multiplied by the number of bombs you have. The bombs are also worth 1,000 points on the bonus screen,

so, if you have ten medals and three bombs, you will receive 30,000 bonus points. The fairy is hidden on only a few levels and is very difficult to find. If you find her though, she is worth 10,000 points—so look carefully.





LEVEL 1 TIPS

Start by shooting the power-up ship at the beginning of the level; collect the power-up when it turns blue. Shoot open the crates nearby and collect the direct fire missile power-up. Shoot the large, green airplane ships that fly down from the top of the screen; if you do not destroy them on the way down, they will come back from the bottom of the screen and travel up, usually smashing into your ship from behind. Don't be afraid to use your bombs, especially at the two large, green tanks before the river.

When you reach the end bosses for Level 1, concentrate on killing one boss at a time, if possible. Try to position your ship so that only one boss is on-screen at a time. This will keep the other boss from shooting at you, and will help you concentrate better.







LEVEL 2 TIPS

Keep the laser and start working on collecting homing missiles. Level 2 is a great level for building up weapons, because there are a lot of power-ups on this level. Watch out for the small airplanes that fly in

formations of three—they will try to ram you. After you cross the first set of railroad tracks, there will be large, green airplanes; destroy them before they go off-screen. Otherwise, they will come back from the bottom of the screen and ram you from behind. At the second set of railroad tracks, there will be a swarm of robotic wasp-looking ships. At this point, it is more helpful to have the machine gun than the laser, so just before this section it is helpful to collect the red power-up. You can collect the red power-up from a power-up ship that appears just before you reach the railroad tracks.

After you make it through the swarm, you will face the end boss. This boss releases more of these robotic wasps, so the machine gun is still useful. To destroy the boss, start by shooting the tips of his wings off. After you do this, avoid the wasps and keep shooting at the body until he catches fire. When he catches fire, he will start shooting. You can drop some bombs on him or try to avoid his shots and keep shooting him until he is destroyed.

LEVEL 3 TIPS

The easiest way to finish Level 3 is to stay in the middle of the screen. Don't go looking for enemies, because, even though this level looks easy, looks can be deceiving. About halfway through, a large boat will come on the screen from the right-hand side. This boat will release the small gunboats; destroy it quickly by shooting at the engine in the middle of the boat. After this, another boat will come on-screen from the left. Destroy this also, because, right after the first boat appears, there will be two large, green airplanes that fire a spread shot that can be hard to avoid while also trying to avoid the boats. A bomb dropped on all these enemies would be very useful at this point.

When you reach the end boss, there a four turrets that open and close while shooting you. Kill these before you have to deal with the end boss. After you have destroyed these turrets, destroy the large engine

that is at the bottom-middle of the end boss. Once this is destroyed, collect the "P" power-up to boost your weapon up to the maximum. Shoot at the turrets that pop up on the boss. When all of these turrets have been destroyed, the boss will start to explode—but he is not dead yet. At this point, he begins to fire at you from cannons. Destroy the cannons if you can, and use bombs if you have to. After the cannons are destroyed, he will fire at you from the top of his ship. You are now very close to killing him; just keep shooting and you will have it.







LEVEL 4 TIPS

At the beginning of this level, there are a few green enemies that look like a large accordion. These can be tough, so avoid them if you do not have much weapon power. Fly over the water, being careful to avoid the floating gun turrets. After the water sequence is past, there are two large, five-turreted tanks that travel up dirt tracks. If you are having trouble killing these tanks, try moving your ship all the way to the right side of the screen, so that only one tank is on the screen. This way, you can concentrate on one tank at a time. You can do this

because enemies off-screen will not fire at you. After you pass these two tanks, you will reach the red eye building. This building holds two power-ups that you can release by shooting the eye in the building.

When you reach the end boss, kill the two smaller extensions of the end boss on the right and left of the main boss. Once you do this, you can concentrate on killing the end boss. Line up right in front of him, and fire away. When the boss starts to fire at you, move to the side and drop a bomb on him. Continue firing at him and dropping bombs until he dies.







mm q:m an

LEVEL 5 TIPS

There are a lot of flying jetcopters on this level, so the best weapon to have would be the machine gun, to give you the maximum amount of cover. Stay in the middle of the screen on this level, because you will have plenty of enemies shooting at you from behind.

When you reach the end boss, it is best to have the laser,

so, if you can, grab the laser just before you reach the end. An ideal spot for this would be the bridge with tanks lined up on it. Just before this bridge there is a power-up ship; shoot it and collect the blue power-up. The secret to killing this end boss is to kill it fast, so that he does not release his spinning disks. Once the disks are out, it is much more difficult to destroy the boss. Start by dropping a bomb on the boss; while this is happening, shoot off his wings. After you have shot the wings off, drop another bomb and keep shooting the boss, even during the bomb explosion. Continue this until you kill him.





LEVEL 6 TIPS

This is the first space level, and it begins with a meteor shower. Shoot the power-up ship that appears early on and grab the red power-up. Avoid the meteors as best you can until you reach land. Here, you will encounter small, quick ships that do their best to ram your ship. It is very helpful to have full machine guns and full homing missiles for this level. When you reach a point on the level when you see what looks to be a satellite in a crater, immediately move up on the screen if you are at the bottom of the screen. This is because a large flying ship is now moving up behind you. Stay in the middle

of the screen for the remainder of this level, because there is another of these ships that comes from behind.

When you reach the end bosses, the secret to killing them is proper bomb placement. Drop your first bomb to the left of the bottom boss once he starts to move. If done correctly, this bomb will affect both bosses. Once the bomb goes off, move to the top-right corner, because there are meteors that will fly up from behind you. Once the bomb ends, drop another right in between the bosses as they cross. If done correctly, this will almost certainly kill both bosses; if not, one more bomb when they cross again will be necessary.



LEVEL 7 TIPS

Level 7 is the most difficult level in the game. You are constantly attacked by flying enemies that try to ram or shoot you, and there are crab-type enemies that crawl along the framework of the spaceship on this level and shoot at you constantly. The best way to survive this level is to have the most pow-



erful machine gun, along with the most powerful homing missiles. If you don't have either of these, drop a lot of bombs, or try to hide along the sides of the screen.

When you reach the end boss, drop a bomb immediately. Shoot at the boss while the explosion is happening. Keep dropping bombs and keep shooting; there is no real trick to destroying this boss.









LEVEL 8 TIPS

The laser beam is definitely the weapon of choice in Level 8, the last level of the game. If possible, having homing missiles here is a great help also. Try to stockpile your bombs, too; you will need them for the tough final end boss.

When you get to the end boss, don't drop bombs on him while his armor is being loaded on him, because it will do no good. Wait until the boss has been completely loaded and is at the end of his track. When this happens, drop a bomb on him and start shooting. Don't shoot at the boss, but shoot at his individual pieces of armor. Once you have

blown all those pieces up, concentrate on the boss or any pieces that are flashing red. The best thing to do at this point is to stay at the edges of the screen and try to avoid the boss' shots. When you get a chance, move in and drop another bomb, and then shoot while the bomb explosion is on-screen. Keep this up and you will defeat the boss and win the game!





Company
U.S. Gold
Available
May 1994
System
Super NES,
Game Gear
Players
1
Cart Size
16 Meg (SNES)
Developer
Probe



BY BETTY HALLOCK



THE INCREDIBLE HULK

We all know the story of Marvel Comics' Incredible Hulk, right? Dr. Bruce Banner is a nuclear physicist whose body chemistry was changed by gamma rays during an atomic explosion. Now he can change into a big, green, mutated super-human.



As in the Genesis version of the video game (see review, page 56) the Hulk's foe, the Leader, wants to conquer and rule the earth. He's got a huge fortress in the forest and he's got an army of robots under his command. Genetically-engineered mutants also protect his fortress. But previous encounters with the Leader have proven the Hulk to be a formidable opponent-it ain't nothin' but a green thang.

















The Incredible Hulk for the Game Gear.









As the powerful warrior Slader, you get to bum-rush everything you see through fourteen levels of exhilarating

Breakout-style action. You control a laser-light spinning ball of fire known as the "Trialight." This will smash everything in sight as you attempt to liberate the Kingdoms of Fire. Wind. Water and Earth from the evil wizard and Arch-Mage, Wylde.

With a multi-player adapter, up to six gamers can participate at one time. Otherwise, it's a game for one or two players. It

looks like one of those cute RPGs with the little munchkin characters, but it's really an action/strategy game.









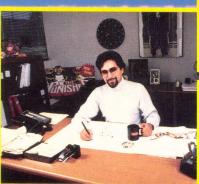


Capcom and TSR, Inc. come together to bring you an RPG based on Dungeons and Dragons. Up to four people can play, assuming the roles of fighters, clerics, elves or dwarves, who endeavor to restore peace to the Republic of Darokin. Multiple paths lead to sub-adventures, as well as monsters and dragons. You have to defeat these guys with brute force, with the help of magic and swords. Each character has 24 different attack maneuvers, and you can load up on sup-

plies and info during vour adventures.

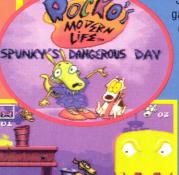
The action occurs in "real-time" and players control the outcome of the game with their decisions. Capcom also uses Q.Sound, a virtual audio technology, to provide true-to-life "placement" of the game's music and sound effects.











Straight from the Nickelodeon channel comes an inaugural game by Viacom New Media that brings gender-neutral characters to the SNES in an action and puzzle trip. In this game Rocko—a Wallaby—needs to guide his dog Spunky and protect him from harm through 16 levels of O-town. Get this

At the end of each level is a golden fire hydrant!

Basically Rocko needs to scout ahead to make sure the path is clear for his pet to travel safely. During the travels, evil dive-bombing birds and treacherous obstacles will cross Rocko's path as Spunky trails slowly behind. Since the game was developed, in part, alongside the T.V. program's creator, Rocko and Spunky come to life with authentic animation and voice effects.







FireStriker DTMC SNES



D&D: Tower of Doon





Rocko's Modern Life Viacom

SNES





THE JAGUAR 64-Bit System.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, realworld animation? Tell you what. You better have a strong stomach.

Cuz this is Jaguar.™ And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multilayered and deep you may never find your

way out. Not to mention the 17- button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.



"Game of the Month" - Diehard Game Fan

THE GALACTIC WAR Has Begun.

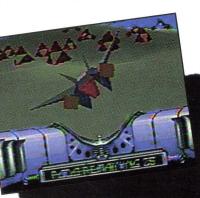
Do you know where your pods are?

CYBERMORPH™

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriffon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

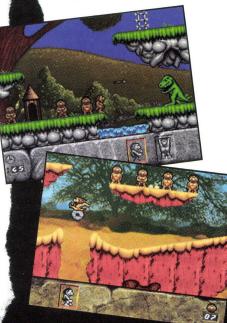


FIRE GOOD. LOSING BAD. EVOLUTION:

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



ATARI

For game tips and hints, call 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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JAGUAR 64-BIT.

THE MOST POWERFUL

EVER INVENTED.

HOME VIDEO GAME SYSTEM

THE NAME IS McFur. Trevor McFur.

TREVOR MCFUR IN THE Crescent Galaxy

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.

"Perfect"

-Electronic Gaming Monthly

MILITANT ALIENS.

You can't live with 'em. You can't play without 'em.

RAIDEN®

Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.



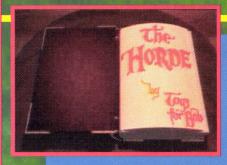
1AGUAT

6 4 - B I T GET BIT

INTERACTIVE MULTIMEDIA SYSTEM

CIRCLE #121 ON READER SERVICE CARD.

The Horde Dynamics CD-ROM PLAYERS:



rystal Dynamics, the company that brought us the ultimate space I can't wait! shooter, Total Eclipse, follows up this best-seller with The Horde. A nearly indescribable adventure game, it's part SimCity, part Zombies Ate My Neighbors and part fullmotion video fantasy. It's like playing three different



LONG LIVE THE KING LET'S KILL THE SQUIRE!)

The Horde is set in the Middle Ages, where a bunch of gruesome creatures are ravaging the kingdom. The (almost full-screen) full-motion video segments feature a timid squire named Chauncy who saves the king from choking on some green goop. Chauncy is knighted and given a small plot of land. The lowly

squire is played by Kirk Cameron from the TV show Growing Pains. Cameron gets tortured constantly—he's thrown in jail, threatened with execution, beaten by guards and abused by ambitious henchmen—heck, I could watch just a whole movie of this guy getting the crap beat out of him!



SimFarm by way of SimKingdom set in the year 1400 A.D.

You can buy trees, barriers, walls, water, weapons, cows and more with the taxes collected from your citizens. As your town grows, so will your tax burden, so make sure your people are productive. Everyone

from simple commoners to barbarians and elves will populate your little world. The 3-D graphics move with lifelike fluid motion. They look just like those nifty Playskool farms we had as kids.







LAY THAT NASTY

These red little buggers are ugly and they're quick! In order to proceed to your next turn, you must face an onslaught of these gremlinlike little toadies. Some are tough to kill, so keep your distance. Watch out as these guys swell to enormous size from eating the townsfolk and maybe even your cow! —Chris Gore









DEVELOPER **PROFILE**

A Crystal Dynamics inhouse project, The Horde's designer/fiction writer is Paul Reiche III, whose previous credits include Accolade's Star Control. Reiche is also developing Star Control II for 3DO, also by Crystal Dynamics.





PRETTY COOL FOR A GUY NAMED DEXTER!



for instance.

Commander led you with he and turned you

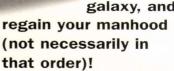
for instance. The evil Commander Borf has blasted you with his Infanto Ray and turned you into a little kid, captured your gal, Kimmy, and is threatening

to conquer the Earth.
On top of all that,
your name is Dexter.

Your mission? Rescue the girl, save



the world, run the bad guy out





Now all the extraterrestrial action of the smash-hit arcade game comes to your Super NES® with 14

wacky and challenging levels of intergalactic mayhem! Over 50 video sequences from the original game put you in the action!!









SUPER NINTENDO



ABSOLUTE...





Company
Philips
Interactive
Media
System
CD-i
Available
Summer 1994
Players
1
Cart Size
CD-ROM
Developer
Trip Media



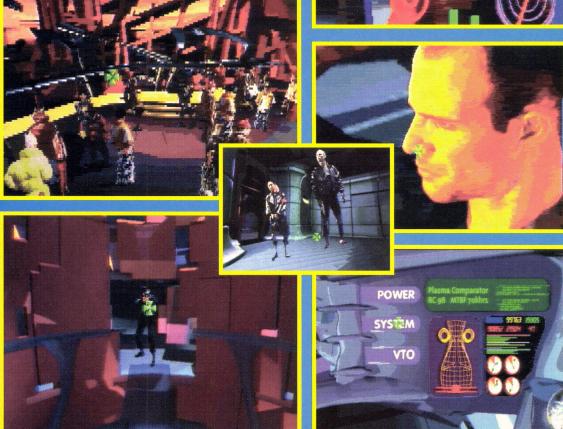




You are Cutter, a data thief who can download information into his brain. But something has gone terribly, terribly wrong with one of his heists. Cutter has downloaded a virus into his brain, and if he doesn't find the cure for it within 24 hours his brain will turn into gooey mush.

At the start of this CD-i adventure, you wake up in an unfamiliar room where some lady is trying to talk to you through your communicator—and she's goodlooking, too. Anyway, you get up, look around, shoot some police-type guys, get the heck out of the building and start talking to a bunch of people to see if you can save your brain from total entropy. Can you find a cure for the virus within the next 24 hours?











SATURDAY NIGHT SLAM MASTERS

Capcom introduces a home version of its arcade game, Saturday Night Slam Masters. Choose from a very big range of characters, from Jumbo Flap Jack (who flies around with his big belly) to King Rasta Mon (who carries on with a monkey on his back.) Other characters include Guile's brother Gunloc, Titanic Tim and Biff Slamkovich. Each one has his own distinct personality and method of wrestling. Once they really start to get down, they start throwing stuff like tables and chairs at each other. A "Team Battle Royal" feature allows four people to play in two teams of two, wrestling head-to-head all in the ring at once—if you own one of the available SNES multi-player adapters.

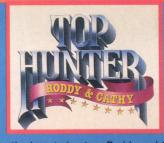












As the bounty hunters Roddy and Cathy, you and a friend can make your way through one of the most graphically intense Neo•Geo titles to date. Similar in theme to Data East's inaugural Neo•Geo title Spinmaster, this frantic action game allows you to fight on two different "planes" (as in Fatal Fury) and swing on tree limbs with Cathy's chain or Roddy's bionic arm. You can also use these special accessories to pick up enemies and throw them, or you can use any of your character's special attacks, including an uppercut, an E. Honda-style multi-fist or two different fireballs.





Henry Stauf was a bum. He killed a lady with a hammer. Then he started to make tovs for little kids and became rich...but

the little kids started to die from a strange virus. He built a big mansion and invited seven guests to come visit him. The kids say that those seven

guests never returned. They say Henry Stauf killed them all and then killed himself. You're about to find out what really happened.

This game looks identical to Virgin's super-popular PC version-it plays just like it, too. You've got to solve a bunch of puzzles in different rooms in order to find out just what's going on. Stauf has promised whatever one desires to the quest who can solve all of the puzzles. Just don't end up dead. Whoo, scary!











Slam Masters Capcom Super NES Capcom



100+ meg 1 or 2



The 7th Guest **Philips Interactive** Media

CD-ROM





Company
Domark
System
Genesis,
Game Gear
Available
May
Players
1
Cart Size
16 meg (Genesis
Developer
Kremlin



Orion Off-Road
Company
Crystal
Dynamics
System
3DO
Available
Spring
Cart Size
CD-ROM
Players





Star Control II
Company
Crystal
Dynamics
System
3DO
Available
Spring
Cart Size
CD-ROM
Players
1 or 2

MARKO AND HIS MAGIC SOCCER BALL

While dribbling with his feet, little Marko must stop the diabolical Colonel Browning. The magic soccer ball is his weapon; he uses it to zap the rough gangs, ticked-off dogs and sludge monsters that attack him. There are eight playing fields, no referees and no teammates. You can make Marko a legend like Pelé if you can master bicycle kicks, knee taps and head shots. Don't forget

No hands allowed!

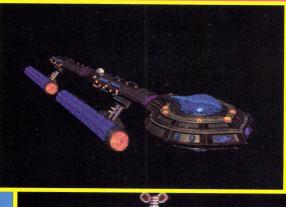


ORION OFF-ROAD

Have you ever dreamed of becoming a real Road Warrior? If you have, lock your seat belts and shove on your helmet; you're in for a bumpy ride. Imagine that you're Blade Ramoth, speeding in a beastie 4x4 on three-dimensional desert terrain. Your mission is to turn all the evil wrongdoers to dust and defeat the bosses of nine

different planets. On this hairy ride, other enemy trashmen vehicles will try to run you off the road, so watch out!





STAR CONTROL III

Liberate Earth from the evil Ur-Quan Hierarchy! (Sounds like a catchy slogan, right?) Play as the captain of a human starship and travel through 3,000 planets in 500 star systems. On the way, mine

minerals and save up so you can hire a militia—our planet is doomed without one.

Based on the popular PC sequel, this conversion's new features include digitized voices for each of the 18 alien races and detailed views of each ship. As you meet aliens and travel through the universe, you may enter the Super Melee game where you face off and fight against your friends.





SPECTRE

ENTER THE CYBERWAR

AVAILABLE FOR THE SUPER NINTENDO



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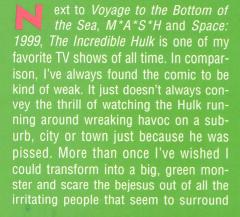
CIRCLE #114 ON READER SERVICE CARD.



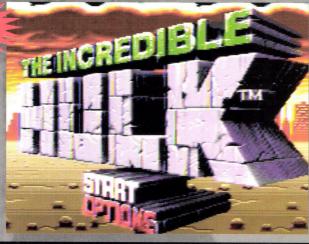














1 Player

16 Megs

Developer:

Probe Software Ltd.

me. When I first heard there was going to be a Hulk game coming out, I was stoked. Finally, I would have the chance to experience a small part of my Hulk fantasy. No longer would I have to roar around the house in my Hulk Underoos and blow-up muscle vest.

The Incredible Hulk game doesn't disappoint. As the Hulk, you must defeat your arch-nemesis, the Leader. Like the Hulk, the Leader was exposed to an overdose of gamma radiation...but, instead of getting a big, green body, he got a big, green head. Being the jealous and evil guy that he is, the Leader decides to conquer the Earth. He enlists the help of the Rhino, Absorbing Man, Abomination and Tyrannus to stop the Hulk from foiling his evil plan. Each bad guy controls one of the five play levels: a City/Construction Site, a Roman Labyrinth, the Leader's biological Fortress, the Leader's mechanical Interior and the final level where you face the Leader himself.

As the Hulk, you have four energy states that can help you get through the game. Each energy state has its own ad-



THE BRAND-NEW, EASY-TO-U



























With a quick tells you if the reviewer thought

tells the truth, with

Is it really worth the money? Check out





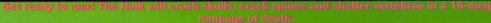












vantages and disadvantages, as well as special moves. The different power levels really make the game. If it wasn't for the use of secret moves and power-ups, this would just be another platform game. It's cool that gamma radiation not only allows you to live longer, but also gives you extra power.

The power states are as follows:

Bruce Banner: This is the weakest Hulk state because you can't fight anything. However, you can fit into tight spaces that might hold powerups, extra lives and continues. You also can pick up a gun to protect yourself, but don't rely too heavily on it because it only has one or two shots.

Hulk: If you have less than a 40% Gamma level, then you become the weakest version of the Hulk. Basically, you can only slap, punch or uppercut your enemies.

Super Hulk: When your Gamma level gets above 40% you can start doing extra moves to crush the enemy. The Ceiling Smash is like a pile driver, the Sonic Clap can shatter enemies from far away and the Foot Mash causes the Hulk to stomp the ground and growl.

Hulk Out: If you've filled your Gamma bar, then the Hulk gets a little crazy. He does all sorts of secret moves that are hard to control and runs around destroying everything in his path. This mode is good for finding hidden power-ups that can only be accessed by breaking through walls

that cannot be broken in the regular and Super Hulk modes of the game.

The graphics are just plain excellent. There's a bit of occasional slowdown, but the animation is smooth and clear. The best graphics are in the organic levels inside the Leader's fortress; they almost look gross with pools of blood and lots of mutated slugs and lizards squishing and sliding around everywhere.

My advice: Check out *The Incredible*Hulk. Whether you're a superhero fan or
just a gamer who wants a good platform

game, you'll be pleased with this Genesis cartridge. You might not give up your Underoos, but you'll probably lose the silly vest.

—Nikos Constant



GRAPHIC

The Hulk looks great! The animation is smooth, and some of the special moves are as surprising as anything the designers of Street Fighter II or Mortal Kombat have come up with. Visually, The Incredible Hulk will crush you.

SOUND/MUSIC

7

The music is a bit too generic to mirror the on screen action. Hey, this is the Hulk! How about some big music to match the big guy? The game's sound effects are good, but there wasn't enough roaring for my taste.

PLAYABILITY

The Incredible Hulk does suffer from some slow-down in the scenes with hectic action; it's irritating, to say the least. Other than that, the controls are good, and the secret moves are awesome.

ASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE CHRIS

8

ERIC BETTY

9

BANG THE BUCK

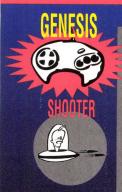
THE LOWDOWN

Lou Ferrigno would be proud. Giving game players control of the Incredible Hulk was one of the best character licenses a game company could make a bid on. The game's action is not complicated—and it's not breaking a lot of new ground in the platform genre—but it sure is fun to pulverize mutants with your bare hands and a con troller. There will be Super NES and Game Gear versions of The Incredible Hulk as well; check out this issue's Previews for more info.





1/1030 (3/11/133







the fun and frustration of the game. It's really re-

freshing to find a shooter that isn't just mindless

excellent, especially when you blow something

up(I hate it when games have weak explosions).

The playability is also really good because of the

gravity feature. It takes a little while to get used

to the controllers, but if you go through the

training mode, you'll be a killing machine before

If you're going to buy one shooter in

the first half of '94, check out Sub-Ter-

rania. It's the kind of game that you'll be

obsessed with until you complete all

nine levels and destroy the aliens once

-Nikos Constant

The graphics and sounds for Sub-Terrania are

repetition and non-stop fire.

and for all.

you know it.



The graphics are great with nice big explosions and drastic terrain changes in the upper levels. They kind of remind me of the up-dated graphics in Activi-sion's Choplifter III.

SOUND

ic and the music isn't ir-ating. What more do you

PLAYABILIT

The incorporation of gravity into this shooter puts it a step above the rest in this repetitive genre. The controls can be hard to get used to, but then you'll be playing *Sub-Terrania* late into the night.

MEDIUM DIFFICULT

EDITORS' R

This is the kind of game I want to own. Equal parts strategy and flying agility make Sub-Terrania a worthwhile game to play and own. I'm not sure if it has a high replay value after you've finished the game, but it sure is fun to play through once.

ack in their day, Gravitar and Lunar Lander were two of the most popular games around. I remember standing around the arcade, mesmerized by the "advanced" graphics and the "true-to-life" gravity programmed into the games. Sub-Terrania brings back the sugar-high days of yesteryear in an updated version of the gravity shooter.

The basic game is simple. You fly around in a space ship looking for survivors of an alien attack. In order to conquer the alien's underwater base

you have to pick up six sub-modules that allow you to go underwater. Prior to each of the nine levels, a satellite report gives you an overview of the mission. You must figure out a way to navigate through the levels using the satellite information and testing each level using trial and error. Figuring out the path your ship must take is a great part of

















JVC

1 Player CD-ROM

Developer:

Core Design

he memories! Dear God, the memories! (Whoa, had a little melodramatic moment there. Sorry.) I first played *Heimdall* over two years ago, in its original incarnation as an Amiga (and IBM PC) game, and I loved it. The Sega CD version is even better—it fixes a few niggling flaws of the Amiga version and makes the game more user-friendly than ever.

As detailed in the game's intro sequence, after creating the planet Earth and the human race, Odin and the other Viking gods began to prepare for the age of Ragnarok (a really big war). Then the evil god Loki stole their three most powerful weapons—Odin's sword, Frey's spear and Thor's hammer—and threw them down to Earth, knowing that the good gods couldn't retrieve the weapons without becoming mortal. (Confused yet?) After a bit of debate, the good gods decided to impregnate a human woman (!) and use her child to retrieve the weapons. That child is, of course, Heimdall.

Before the quest begins, you get to play three arcade sequences called the Three Tests. By doing well in the Tests, you'll have a larger and more powerful assortment of characters to ac-

company you on your adventure. The









Embark on a quest for the weapons of the Gods in the role-playing epic *Heimdall*.







first two Tests (Axe Throwing and Pig Catching) are relatively easy, but the third Test (Boat Fighting) is quite tough and will take you a good dozen tries before you get the hang of it.

After the Three Tests, Heimdall and his companions set sail to explore three sprawling worlds: Midgard, Utgard and Asgard. Each world is made up of roughly a dozen islands, and each island has anywhere from a

single location to a whopping 20. (Most islands average five or six.) As in any good RPG, you'll find treasure chests, magic spells, gold-filled pouches, strange items, stranger puzzles and lots and lots of monsters to fight, which allows me to smoothly segue into the real-time combat sequence. The key to success here is counterat-tacking; because your enemies can easily and quickly dodge your attacks, you have to wait until they start their attacks before you start yours. This requires some pretty nifty reflexes, so gamers who are used to the relaxing turn-based combat of other RPGs might have some initial difficulty.

If Heimdall has a problem, it's that the structure of the quest is backward. You start the game in Midgard, by far the largest world and the one with the most puzzles; you end the game in Asgard, the smallest world with the fewest puzzles. In other words, the game starts out challenging and gets easier toward the end. This flaw doesn't cripple the game by any means; it's just kind of weird.

—Zach Meston



GRAPHICS

Hysterical animation and a distinctive graphic style straight from the left side of artist Jeff O'Carroll's brain. The backgrounds in the combat scenes often don't match where the fights are taking place; that's the only graphic flaw.

SOUND/MUST

The original computer version of Heimdall had no music whatsoever, but the Sega CD version has the expected assortment of pleasant (but slightly boring) tunes and PCM sound effects.

PLAYABILITY

Heimdall's been designed for maximum ease of use, and it shows. My favorite feature: Once you kill the monsters in a particular location, they STAY DEAD! I also like being able to save the game at any time.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE CHRIS
6 8
NIKOS BETTY
7 6

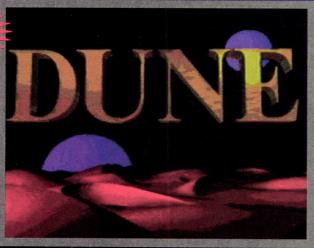
BANG THE BUCK

THE LOWDOW

Heimdall doesn't match the epic scale or hysterical humor of Working Designs' brilliant Lunar: The Silver Star, but it's a fine game in its own right, and it's one of the precious few RPGs available for the Sega CD. Highly recommended for RPG newbies and role-playing junkies alike.











he storyline behind Dune is so damn goofy that I it short: Your name is Paul Atreides, you look like Kyle MacLachlan and you've arrived on the desert planet Arrakis (a.k.a. Dune), the only planet in the galaxy where the potent

substance Melange (a.k.a. spice) is found. Your goal is to unite the indigenous people of Dune (a.k.a. Fremen) and enlist their aid in fighting the evil Harkonnen family, which wants control of the planet and the spice.

In the early stages of the game, you spend lots of time flying to various Fremen hideouts in a hovercraftish thing called an ornithopter, talking to them to gain their trust and to learn the locations of even more Fremen. You can order your Fremen troops to mine spice, to train for battle or to examine the ecology of the surrounding area to find areas rich with spice. You need to keep your spice supply high, or you'll be bumped off by the all-powerful Emperor who sent your family to Dune in the first place.

Once you've made pals with the Fremen, the game shifts toward strategy as you order your troops to spy on and attack the Harkonnen installations. As they win battles, your troops acquire more powerful weapons, from the decent Lasguns (laser pistols) to the extremely nasty Atomics (nuclear weapons). Defeat all of the

Dune is a bizarre game series of novels by the recently croaked Frank Herbert and the mega-flop movie by David Lynch.

> Harkonnen forces and you will win

ture-type "puzzles" in Dune, but they are few and far between. Mostly, you explore a lot and talk to certain people in a certain order. This is interesting for awhile, but gets tedious real quickly; it's not until the second half of the game—when you get to start attacking the Harkonnens—that the action picks up. Even then, the battle sequences aren't particularly fun to watch, and there's not much strategy involved. You just need to attack in overwhelming numbers.

The funny part is, even with *Dune*'s numerous flaws, I really enjoyed its goofy storyline and unique game play. It is totally unlike any other video game on the market—no big surprise. since it's actually a conversion of a two-year-old computer game. (Very sneaky, Virgin!)

—Zach Meston



ks you have to perform very repetitive after

7

MEDIUM DIFFICULT

EDITORS' RA

THE LOWDOWN
Dune's bizarre storyline and unique adventure/strategy mix of game play suit a bizarre guy like me just fine, but most other gamers will be bored stiff or weirded out. If you're into RPGs and adventure games, Dune is definitely worth a look, but it's just too repetitive and slowly paced to appeal to the majority of video gamers.





the game There are a few adven-











1 Player
Developer:

The Code Monkeys

Stargate Films

his is one of the most unique interactive movie/games ever. *Tomcat Alley* is not really a simulation or a shooter, even though you do get to fly in an aircraft and blow things up. It's a fun ride as you step into your F-14X Tomcat as the Radar Intercept Officer (RIO). Your job is to destroy enemy MiGs and ground targets. Timing is critical, so get a lock before firing away those missiles.

You're after crackpot Russian fighter pilot Alexi Povich, who has taken refuge in the Mexican desert. Povich left his homeland and is threatening the U.S. with some leftovers from the Cold War: A few MiG squadrons, some bombers, surface-to-air missiles and chemical weapons. Nice guy, huh?

The mission briefings feature good acting and humorous interplay between the cast members. After your co-pilot Dakota asks a sexy female pilot why she is nicknamed "Ratchet" she responds in a manly gruff, "Pray you never find out." Hey, I want to know! These entertaining asides make the in-between movie segments worth watching. (You can bypass any intro by pressing the START button.)

Sure it's entertaining, but how does Tomcat Alley play? The gameplay is surprisingly excellent. The missiles launch immediately after pressing the A button, and if your aim is true you will witness one of the hundreds of spectacular explosions contained on the CD. The game's credits read: "F-14 and MiG model kits furnished by Revell." Stargate Films must have blown up about 200 of those kits to make up Tomcat Alley's spectacular array of kills. Also, the inflight action is different every time. Through some kind of feat of programming magic—Sega calls it "innovative active matrix software"—the combination of individual shots making up this interactive movie is different from the way other CD titles are programmed. Each time I played Tomcat Alley, the dogfights and explosions were ALWAYS in a new combination—different twists,

turns, backgrounds, maneuvering, explosions and even different dialogue among the crew. This alone makes *Tomcat Alley* unique in its genre and a must-play for Sega CD owners. Great fun!

-Chris Gore





GRAPHICS

For the first time ever, full screen, full motion video for the Sega CD—and ilooks pretty darn good Some of the explosions look slightly pixelated, but this is by far the best full motion yet for this system.

SOUND/MUSIC

Cool rock tunes accompany some segments while a suspenseful movie-like score is heard during each mission. The explosions and fast-moving bogies put you in the pilot's seat. It's great, like a true film experience.

PLAYABILITY

Once you get the controls, it's easy. Most interactive movies have too much repetition of gameplay, but the variety of explosions, maneuvers and even storylines takes care of that. However, I still wish I had more control when shooting.

ASY MEDIUM DIFFICULT

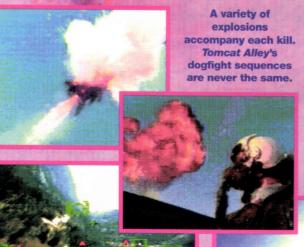
EDITORS' RATINGS

CHRIS NIKOS
8 7
BETTY ERIC

BANG THE BUCK

THE LOWDOWN

A must-play for Sega CD owners and fans of the interactive movie genre. Playing Tomcat Alley is like taking control of the pilot seat during the movie Top Gun. I never thought blowing up enemy aircraft could be so much fun! The variety of missions depends on your actions. You may have to rescue your pals if you screw up. 74 is much better than most interactive movie games that follow one storyline; however, the repetition does get a little dull. Guaranteed fun and entertainment!













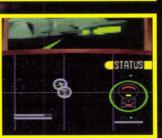


he long-overdue SNES version of Star Trek: The Next Generation has finally arrived, and it's a mixed bag of action and adventure that should satisfy fans of the TV show. The way the interface works, you'll feel like you're standing on a turntable in the center of the Bridge of the Enterprise. You'll be in complete command of the ship and her crew as you warp from one mission to the next, helping endangered beings and exploring strange new worlds.

A satisfying space battle scenario pops up almost too frequently—usually when you're defenseless and struggling to reach the nearest Starbase for repairs. Romulans are the most common enemies in these sequences, which combine the overhead view of *Star Control* with a first-person window that's reminiscent of Sega's original *Star Trek: The Mo*

tion Picture coin-op.

The majority of the action centers around the exploration of alien planets and ships by a landing party of up to four people. The graphics are decent, and there's a lot of challenging puzzlesolving to be done—but these scenes have a tiny flaw that's magnified beyond belief when you're forced to struggle with it for hours on end. When you're walking diagonally and you run into a wall that blocks your vertical path,







Wait a minute—isn't this guy a Romulan spy?

you'd expect to continue moving horizontally, or vice versa—even *Pac-Man* had control algorithms that allowed this to happen. Not so in *ST:TNG*—if you even come *close* to an obstacle, you'll come to a dead stop until you point the D-pad in one of the four main directions. You can't run, either, and that's something that I *know* the characters would be doing if they encountered some of the game's enemies on the TV show.

Here's another beef: If your Away Team runs into trouble, you can choose to beam back to the ship and regroup. (If one of the ship's senior officers is critically injured, this happens automatically.) But when you return to that location, you'll have to solve the puzzles from scratch because all of the items that you picked up and moved around will have been returned to their original locations. Now, just what the hell happened aboard that derelict vessel while I was laid up in Sick Bay? Did gremlins sneak out of the shadows and put all of those little circuit boards back in the cupboards where I found them? It doesn't take a Vulcan to find fault

with this logic, particularly when the plot makes it clear that the first trip did, indeed, take place.

Fortunately, the rest of the news is good. There is a password feature that makes it easier to forgive the aforementioned logic flaw—though you can only get a new password by visiting a Starbase. (Aaargh!) Hardcore *Trek* fans will dig it, but impatient gamers may not find as much to like.

—Chris Bieniek



GRAPHIC

While there aren't many visuals that really pop off the screen, many of the show's most recognizable elements are accurately reproduced (with the possible exception of Data's nose in the Bridge scenes; man, that thing's huge!)

SOUND/MUSIC

The main theme sounds perfect, and the back-ground music during the game is refreshingly subtle and subdued. The transporter sound effect is really amazing, too—the sudden swell of volume can make your spine tingle!

PLAYABILITY

The sticky controls make the main action a hassle. Also, certain functions require awkward button combinations; why must I press X and Y simultaneously to open a hailing frequency if the SELECT button isn't being used for anything?

EASY MEDIUM DIFFICULT

FOITORS PATING

GORE NIKOS 7 6 BETTY ERIC

BANGHEBUCK

THE LOWDOWN

Aside from a few (relatively minor) shortcomings, Star Trek: The Next Generation "Future's Past" proves itself worthy of repeated play in the long run. The nerve-wracking space battle scenes, intricate puzzles and (obviously) powerful license are the game's best features; it wouldn't be nearly as much fun if even one of these elements were not present.









he world is full of evil and ruin

thanks to the dirty hands of Banglar the

Tyrant. In Taito's Ninia

Warriors, we need to

dethrone this kook to

bring prosperity back

to the Mulk people. As

usual, there's a catch:

We're all out of people

power and can only

rely on three untested

robots: the Ninja War-

quence has a post-

apocalyptic feel-a lit-

tle like Terminator

2-and the game itself

is a pretty decent com-

bination of Capcom's

Street Fighter and

The opening se-

riors!







Choose from three characters—Ninje, Kunolchi and Kamaitachi—and kick some evii talii

Final Fight games.

Here's a more detailed breakdown of its features:

- Like Final Fight and every other Double Dragon clone, Ninja Warriors is a "go right" game.
- Your enemies include robots, monsters and guards—a lot of them.
- There's a large variety of "boss" characters to deal with. They're pretty tough and get tougher as the game progresses.
- You can throw opponents into one another to cause damage.
 - · Lots of continues. It seems endless!
- As in Street Fighter, each character has special attack moves.
- When you fight a boss character, it's usually a one-on-one battle—but watch your back!



1 Player

12 Meg

Developer:

Natsume



The graphics are neat;
 they keep you in the game.

It sounds good so far, but there are a few weak-nesses. Unlike Final Fight, you can't move vertically on the screen; this game is in 2-D. Also, the special moves just happen on their own during the course of the fighting; you can't just do a Sonic Boom at will. The background music is just average, and the game is for one player only. (Sigh.)

On the plus side, the look of this game is clean and simply cool. No dorky moves here—Kunoitachi's dagger swings make Chun-Li look like a synchronized swimmer.

Aside from the hot graphics, one thing that makes *Ninja Warriors* different is that the enemies come at you more randomly than in many other games. When the arrow says "Go," you'd better go or you're screwed! Although some of the best moves cannot be triggered manually, they're still cool and appear at perfect times when the character is in a groove. When Kamaitachi (my fave) swings his Kama (a Japanese farming tool) to slice a lot of enemies, they automatically swing faster and faster! The interface works well, even though you don't always have complete control.

Check out *Ninja Warriors* if you'd like to try to save society with martial arts.

Eric Nakamura



GRAPHICS

The characters have some moves that make them true Minjas—this may be the game's best feature. The big Ninja swings Nunchucks, etc.; the differences between the characters make it worth playing the game over with different fighters.

SOUND/MUSIC

Nothing too exciting here. The swings and fighting sounds do sound like they've been sampled from a Hong Kong Kung-Fu movie, but they mesh with the crummy backgroundmusic to bring the sound rating down.

PLAYABILITY

Since the special moves are done automatically, Ninja Warriors is easier to learn than many other fighting games. It's simple and fun to play; you can really feel like a hero beating everyone to their doom.

ASY MEDIUM DIFFICULT

EDITORS RATINGS

GORE CHRIS
6 7
NIKOS BETTY
7 8

BANG THE BUCK

THELOWDOWN

While it's really nothing absolutely new, Ninja Warriors is a better-than-average beat-'emup that scores most of its points in the graphics department. The characters are cool, and their moves are the key to the game's appeal. It's almost as much fun to watch as it is to play!









LIVES ESP



his version of Space Ace may be a funky game, but it ain't like I remember it from the arcade. It was a laserdisc game—the followup to Dragon's Lair-and the SNES version basically uses its scenes and characters in a linear action game.

One thing it does have in common with the

original arcade game is the high difficulty level. All you've got to do is memorize the patterns, and you won't get hit by lasers...or knocked off a cliff, or smashed into a wall, etc. Some stages make you run like the dick-

ens to stay ahead of your enemies, others make you wait for safe spots that disappear afrer a split-second. There are times when the screen scrolls automatically, too; if you wait too long, you'll be pushed off whatever object your standing on.

There's another problem to overcome. The evil Borf's Infanto Ray has turned you into a little kid—in fact, he's trying to turn everyone into infants so that he can conquer the world. He's also kidnapped your girlfriend Kimmy, so you've got to rescue her and save the world.

Try to pick up as many energize points as possible. If Dexter can get an energize point, he can briefly regain his manhood and explore new areas. He also has a

laser oun while energized. It's easier to complete each level without worrying about energize points, but try to pick some up. You can also find power-ups: A green disk increases laser power, a blue one allows you to "lock on" targets more quickly, a red one gives you a "time warp" option and a white one gives you an extra life.

Most of the levels are the run-and-jump thing, but some others offer different kinds of game play, which is cool. Sometimes

> you're in a motorcycle or flying saucer and you've got to find

your way through a maze, other stages have you jumping "Mode 7" ramps on rocket skates or swimming through under-

water caverns.

Space Ace is a pretty good game, it's just too tough in some stages. It's a lot closer to the laserdisc game than Data East's SNES version of Dragon's Lair, and even gives you a few dozen "death scenes" from the arcade, rendered in tiny windows of full-motion video with huge, blocky pixels.

-Betty Hallock Dexter gets it going in his pink go-go boots.





8

ou're dying in agony

SOUND/MUS

Nothing really caught my ttention except for the leath scenes. Each time Dexter dies by laser, he

PLAYABILIT

patterns down, the con-trols are pretty touchy. It's a good challenge, but can be frustrating more than

MEDIUM DIFFICULT

EDITORS' RAT

ERIC

BANG 帮EBU

It's not a great game, but it is as close as the Super NES can get to the original laserdisc game. The characters are cool and the varied gameplay in the later levels keeps it interesting—if you can get to the later levels, that is! What's really funky about Space Ace is Dexter's pink boots. I'd like to see him go-go dancing to some deen house.









rom the Warner Bros. sci-fi adventure TV show of the same name comes Time Trax, the story of future cop Darien Lambert's exploits in present-day crime prevention. This eight-stage action game finds Lambert stalking mad scientist Mordecai Sahmbi from the year 2193 through Washington D.C. in 1993 and on to Hawaii. Darien can run, jump, shoot, kick, duck, block or use his "time stalling" skills, which allows him to temporarily freeze the on-screen action.

Unlike many other video games that have been licensed from film or TV properties. Time Trax does not have the look or feel of a game that's been rushed through production. The graphics deliver a lot of carefully-rendered. detailed artwork that's not always "in your face." The sharp-looking illustration of the White House in the third stage is a perfect example; it's beautiful, yet it exists as a background element that can only be seen through windows as you walk past. I also love scaling the waterfall in the final stage; it's strongly reminiscent of a similar scenario in Konami's classic Contra game. On the other hand, there's nothing subtle about the three-dimensional look of the motorcycle/iet-ski scenes; they're as explosive as the bombs you'll hurl at the helicopters that chase you.

It's obvious that Time Trax has been heavily beta-tested, too; the only semblance of a flaw that I found was the apparent lack of artificial intelligence in certain enemies. Some of your foes are really stupid; you can shoot at them and they'll wander around as if they can't figure out



Common thugs get llet Projection Tube in Time Trax.









where the shots are coming from. Then again, this must be an intentional effect, since there are other characters who home in on you and hunt you down mercilessly. Heck, even the fat little spiders who hang from the foreground webs in the first stage are smart enough to wait until you pass before they jump into the screen to whack you in the face.

I expected little from Time Trax, and I got a whole lot more than I bargained for. The graphics are lush, the sounds are clean and the controls are right on-now I'm very anxious to play the Genesis version.



copter and Smit

MEDIUM DIFFICULT

THE LOWDOWN
The license may not bring this game as much attention as a Star Trek or Star Wars game might have earned—and that's a shame, 'cause Malibu's *Time Trax* outshines many other recent video game releases in more ways than the Time Trax TV show could even dream of dominating its own competition.











Slay all of

King of

Dragons and collect their



Developer:

Capcom

o you like RPG-style games that have been morphed into action games? If you do, this may be the game for you...but don't count on it. King of Dragons is a weakling copy of Sega's oft-imitated Golden Axe. All you do is fight orcs, skeletons and buff rhino dudes until you get to the main big beastly boss characters.

There's a whole crew of bosses, from a Minotaur to a three-headed Hydra. These scenarios are the best part of the game, mainly because the bosses look decent. They also have a habit of showing up quickly. After playing the game for a just a few minutes, Poof! There's a boss! Then after you kick tail, another one comes up as soon as you get used to fighting the orcs.

There's choice between the typical *Dungeons* & Dragons characters: Fighter, cleric, dwarf, elf, and magician. You'd think they would be quite different from each other but they all have the same battle cry, super powers and fighting styles: there's no real distinction between their abilities. Each fighter can do only three moves: Jump, attack and bomb.

There's nothing special about the graphics, and the sound...again, nothing spectacular. Even the text font used at the end of each stage looks boaus.

Compared to other games in the Golden Axe genre, King of Dragons just doesn't meet previously established standards of excitement. (Even Seika's Legend had better graphics.) It's just a boring game which has been done over and over. This

genre needs an injection of something and King of Dragons isn't a cure, it's just an-





6

Standard stuff; not really creative. A few stage: ow some promise, bu by are too few and fa in characters are too all to be above par.

The tunes are as monotonous as the fighting. Everyone makes the same sounds—it doesn't matter if you're a threefoot dwarf or a six-foot fighter. What's cool about a five-note background

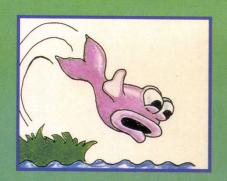
MEDIUM DIFFICULT

THE LOWDOWN
I don't even know if Gilligan would want to play King of Dragons. If you were marooned on a desert isle, would you be interested in a monotonous and unintense fighting game when you could be playing "Spin the Coconut" with Ginger and Mary Ann? Not much exciting to talk about in this bottom-ten candi-



MAY '94

oythacupay



oopy the Guppy is one mega-cool fish that swims with ease and spits air bubbles at enemies with deadly accuracy. Join Goopy and the other four amazing Claymates in their actionpacked adventure. Transform yourself into the different characters to climb trees, burrow into caverns, flap out of danger or turbo-speed out of trouble. So cool, it's won the Game Players Nintendo Sega Special Achievement Award 1993 for Excellence in Sound--and it comes in a great collectible box. Be sure to look for it at your local video game retailer. Claymates.™ From the people who brought you Clay Fighter.™

and you could win a Claymates T-shirt. Just circle the Find this Claymates symbol somewhere on the next two pages hidden symbol and mail it, along with your name, address and phone number, to Interplay Productions, Inc., Claymates Offer, 17922 Fitch Avenue, Irvine, CA 92714. The first 50 names drawn at random will win, so enter now.

Entries must be received by May 31, 1994. But this isn't your last chance...look for more Claymates ads with the sly symbol. It could make you

a big winner.

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Elaymate Off

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The Month



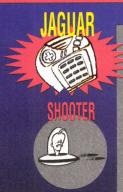


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JAGUAR ATARI

1-2 Players

16 Meg

Developer:

Llamasoft



psychedelic colors and vectors are intense lay with the lights off, it's more fun!) The bonus stage is a mind-numbing trip through an orangeladen skyway—and it's a relaxing break from shooting for your life.

SOUND/MU

There's 70 minutes of digital music in this cart and it sounds amazing. A splash of techno-rave with a house beat...plus some in-credible explosions and evil-sounding enemies. A candidate for next year's

PLAYABILITY

Getting used to playing Tempest 2000 with a con-troller instead of a paddle is a bit difficult and about the only bad thing I can say. If you never played this game in the early 80s, you won't have this lem. Blast away!

MEDIUM DIFFICULT

EDITORS' RATING

BANG FOR BUC

THE LOWDOWN
Tempest 2000 is a hit for the Jaguar! This no-nonsense shooter was great in the arcades in 1981 and now it comes home-improved beyond my expectations. It's better, faster, stronger (like the Six Million Dollar Man) plus you get four Tempest games for the price of one. An incredibly original shooter with excellent music and an addictive quality that cannot be described. I see that little staple remover blasting away enemies in my sleep!



nfortunately, there's no storyline for Tempest 2000, so I'll make one up. Imagine an alternative universe where office supplies rule the world. A battle ensues to save the galaxy and a brave band of heroic staple removers must fight the evil forces that inhabit the junk drawer.

While this has absolutely nothing to do with the actual game, it does allow me to accurately describe the "staple remover thing" that you control. Shooting the strange "enemies" down the odd variety of geometrically shaped caverns is a blast from the past. I played the original Tempest in the arcade in the early eighties and loved it then; now it's an even more intense experience as Tempest 2000.

This is possibly one of the best shooters of all time. It has four different modes of play-including a slightly enhanced version of the original Tempest coin-op as well as the ultra-enhanced Tempest 2000—with options for both two-player cooperative and competitive play. It also features killer bonus stages in which you can find the keys to later levels.





Never mind the clean graphics and techno soundtrack, the addictive gameplay is the key. factor that makes Tempest 2000 a success. This game is fast. No, really, I mean it's FASTI In later stages you will be spinning and shooting with such manic abandon that your eyes can hardly keep up. The only other video-game experience I've seen that's as lightning quick as this is Sonic 3.

On the downside: Getting used to the control pad is a little tough; I felt like I should have been playing with a knob-style "paddle" controller like the one in the arcade original. Also, the 2-player competition—in which you and a friend shoot at each other from opposing ends of the "tube"-plays very slow and is the weakest aspect of the game.

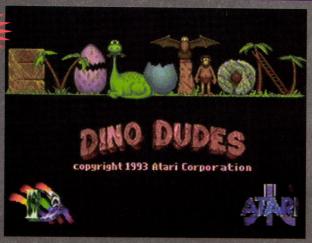
If you haven't bought a Jaguar yet, Tempest 2000 should convince you to stop waiting and shell out the cash. Highly recommended.

-Chris Gore



The bonus stage is a relaxing break from blasting for your life.







1 Player

16 Mea

Developer:

Imagitec Design

ear readers: I'm a psychic reviewer. I knew this game was going to be sucky even before I played it. "But how, La Toya?" you ask. Because it's the same sucky puzzle game that was released as The

Humans for the PC, Super NES and Genesis last year. The Humans received universally lukewarm reviews from gaming magazines when it was released-including VG, which gave it an overall score of 6.

game's 80 levels requires you to

complete a specific task, such as

retrieving a spear or moving a

number of Dino Dudes from one

place to another. Dino Dudes have

two basic actions that they can al-

ways do: pick up objects and form

a ladder by climbing onto each



YOUR TRIBE NOW MAS 12 MEMBERS!

THE CODE FOR THIS LEVEL IS.

vous saus us

ceed; you just have to do it without screwing up, or you get to try again...and

why Dino Dudes ain't fun. Great video

ward ratio; when the player does a sufficient amount of work, he's rewarded with a pretty

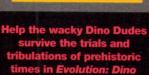
graphic, or a new weapon, or something to add variety to the game play. Dino Dudes is loaded with work and lacks any reward. It's just not exciting or fun to move these morons through the motions.

I understand the reason-

games to newer systems: It's cheaper and easier than developing a new game. and it quickly builds up the system's software library. But why did Atari choose a mediocre puzzle game like The Humans? Why not a great puzzle game

> like The Lost Vikings? Hell, why not Lemminas?

> Ah, well. No reason to get too worked up about it with so many great Jaguar titles just around the corner. For now, I'll let Dino Dudes devolve into the FedEx package from whence it came.



problems whatsoever with dining upon the Dino Dudes. In most levels, it's obvious what you have to do to suc-

again... and again.

So here's my crackpot theory as to games always have a balanced work/re-

ing behind converting older

–Zach Meston



geous, but the fore rounds are so-so, and e animation of the Ding des ain't that great. But it wasn't hot in *The* lumans, either.) The Jaguar can do much, ch better than this

OUND/MUSIC

A Jaguar title where musi ays *during* the game? et outta here! (Note to aguar fanatics: This is a oke. Lighten up or I'll kill ou.) The tunes are average, but the sound effe good, except for so

6

password system make

MEDIUM DIFFICULT

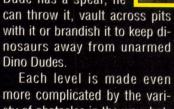
THE LOWDOWN

Extremely pretty background graphics and decent music do not conceal the fact that Evolution: Dino Dudes is just a boring knockoff of Lemmings. Save your time and money for some of the sexy Jaguar games coming later this year and forgive Atari this minor transgression. (I know I will the moment I get my paws on Tempest 2000!)



The Humans-er, Dino Dudes is basically a

prehistoric version of Lemmings. Each of the



ety of obstacles in the way: bottomless pits, red-hot lava and the aforementioned prehistoric critters that have no ethical HI-SCORE IUUUU







1-2 Players

CD ROM

Developer:

Hudson Soft







Godzilla roars its way onto the Duo with one of the best fighting games the system has ever seen.

ve never been very pleased with the Japanese monster fighting games that have come out for any of the game systems. Most of them are

slow and don't work very well. King of the Monsters was a good concept but it never really jerked my chain. It just didn't have the feel of any of the movies that I love so much.

Surprisingly, Hudson Soft has come out with *Godzilla* for the Duo and it puts all the other monster games to shame. It's not perfect, but for the Duo, it's really excellent.

Like any fighting game, *Godzilla* has two different play options, Normal and VS game. Normal has 5 different battle stages, each divided into two areas. This is hip because it allows you to choose your own route through the game. Basically, you play Godzilla and travel from the Earth to the outer planets, searching for your final enemy Biollante.

The VS game (Which requires the Multi-Tap) is like any other with one exception: it relies on the Normal game mode. When you begin the VS games, you only have three different monsters that you can fight your friends with. In order to play with all of the monster programmed into the game, you have to first defeat them in the

Normal game using Godzilla. This feature really adds some life to the game by making more of an interactive connection between VS and Normal game play. What really makes the game are the 16 monsters. All of your favorites are here including some of the more obscure Mecha Godzillas and even the Super-XII. Each comes with customized moves straight out of the movies. Though the game play is a little stiff and it takes a while to get used to the two button controller, you'll be mesmerized while playing the King of the Monsters.

Of course, the best part of any Duo game is the sound, and *Godzilla* is no exception. The sampled roars and music are awesome. More fighting games should have symphonies and supercharged Toho monsters in them. I just hope this one comes out for SNES and Genesis so the rest of the world can get a taste of playing with the

monster heroes of the Japanese silver screen.

-Nikos Constant







GRAPHICS

The graphics are really good. Some of the intermission scenes are so clean, they look like they're scanned in from real photos.

SOUND/MUSIC

8

The Duo always has great sound, and Godzilla is no exception. The roars and howls of the monsters are amazing, and the symphonic fighting score takes fighting game music to a new level. No more generic synth music!

PLAYABILITY

The Duo is limited because of its two-button configuration, but all of the monsters still have a bunch of secret moves, The movements could have been smoother, but it won't get in the way of your fun.

ASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE CHRIS

8
8
ERIC BETTY

6
7

BANG THE BUCK

THE LOWDOWN

Godzilla livens up a dead system with good graphics and fun game play. Sure, it's just another tighting game, but if you're a fan of the big lizard from the oceans deep, you need to play this game. It's as close as you'll get to a virtual reality Godzilla game. At least in this lifetime.

MOTOGAMES AND



MAY '94

BAWS OF FURY



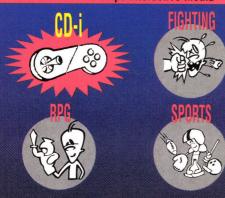
SEGA CD

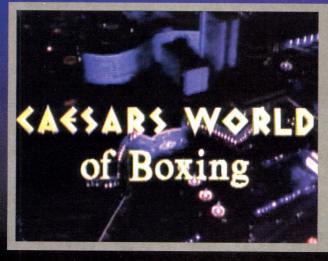
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Philips POV
Entertainment Group

1 Player

CD-ROM

Developer:

Philips POV

oxing games are usually kind of boring on any system. The fun of watching two grown men beat the crap out of each other—plus the excitement of the event itself—just doesn't translate well to most video-game formats.

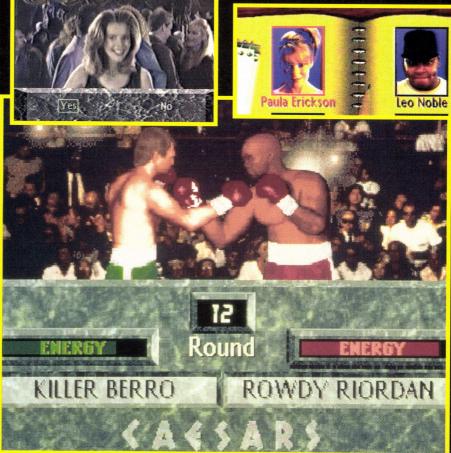
But Caesar's World of Boxing for Philips' CD-i is different. It's not just about pummeling the other guy—this is like Milton Bradley's game of Life...but for boxers! In gorgeous full-motion video, you start by hiring a trainer—pick from an aerobicized blonde babe, a militaristic he-man, a Hulk Hogan-type or a rotted-out old-timer. These decisions vastly affect the direction your boxer takes. Upon winning three bouts you are instructed to pick a manager. Again, choosing from one of the four will affect the direction of your boxers' career.

It's a movie and a game: At times I felt the fights themselves intruded on the hilarious and entertaining video sequences. I began to look forward to what was in store for my fighter via the full-motion video storyline. But, believe me, the fights are fun, with great sound effects and some hot babes holding up numbers between each round. I actually prolonged a few bouts just to check out these scantily-clad women in ancient-Roman-wear.



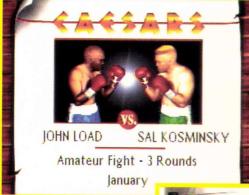
So how did my boxer fare? First, I transferred most of my energy into Power and Stamina. Next I made his skin dark, his hair red, made him bald with a goatee and named him John Load. After choosing the aerobics woman as my trainer, I easily won my first three bouts. I then selected the yuppie manager with some connections in the boxing world and my career took off from there. After numerous professional bouts I had built up over eight million dollars in winnings. At the age of 31, I got my shot at the title









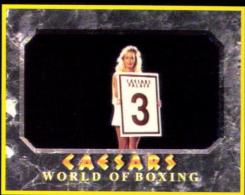


and won-John Load. Heavyweight Champion of the World! I saved the game at this point and continued to play. Obviously my strength deteriorated as I grew older and my career took a downward spiral. One of the best aspects of the game were the humor-

ous turns the story took. **BRING ON THE BABES!**

After winning a few crucial bouts, I was picked up in a bar by two girls who dragged me to their hotel room. We played strip poker and I lost! Then these girls, dressed only in lingerie, proceeded to jump in the jacuzzi. In another scenario, a girl picks me up at a bar and turns herself into a hot fudge sundae complete with whipped cream. In yet another example of my irresistible charm, my manager's girlfriend proceeds to seduce me in his hotel room while he's out for the night. I didn't realize boxers were so popular. This description sounds R-rated but the scenes themselves were no worse than anything on MTV.







skid row to the heavyweight title in a virtual world of boxing.

Caesar's vs. Sega's Prize Fighter: Putting Caesar's Boxing up against Prize Fighter for the Sega CD is like comparing apples and oranges. Prize Fighter follows a linear storyline with no deviations-you either win or you lose. And PF is a great game with an original interface. But there must be an infinite number of variations that you boxer's career can take in Caesar's. Plus the added enjoyment of the full-motion video segments adds to the overall mood of the game.

Caesar's is the closest any of us videogamers will get to the real world of boxing. Combining the best elements of fighting games, role-playing and interactive movies, Caesar's is a winner!

-Chris Gore



tape. The fight

our opponent, to the an

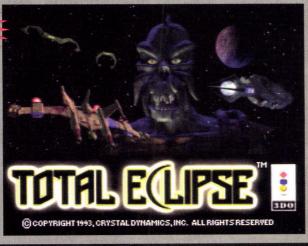
In fighting-game style se your trainer

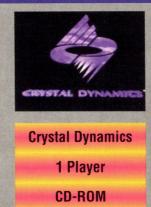
MEDIUM DIFFICULT

EDITORS' RATINGS

Caesar's World of Boxing is just that—the entire world that sur-rounds this brutal sport. Not only do you get to beat the living daylights out of some tough competition, you'll make decisions about your boxing career. Do you dump your gorgeous blonde aerobicized trainer just because you lost your last two bouts? Should you go with the seasoned manager or the one with all the connections? Not just a game, but a virtual world of top-notch entertainment.







20 Levels

The spacecraft in *Total*Eclipse look
real—none of this
phony polygon crap!



love great science fiction and I especially love video-game shooters. Total Eclipse combines the best of my two loves into a fantastic and exhausting experience. The Drak-sai consider it an honor to be selected for the hunt. When these evil invaders show up at Starbase Bravo dragging along their Sun Dagger it means curtains for the human race. Your mission is to conquer five Drak-sai worlds and save humanity.

You can't say that TE isn't fair. You start with five Firewings and two

continues for a total of fifteen ships, plus weapon power-ups and 1-Ups along the way. But this game is a tough shooter. Getting grounded in the so-called "cyberspace" for this game is no easy feat. Navigating the narrow trenches requires precision timing when getting past some moving doorways. The incredibly



giant machine-like bosses are a pain. I salute anyone who can survive this onslaught without using a continue.

I still can't recommend buying a 3DO (\$500 is still too high) but play Total Eclipse at any cost. Great fun!

—Chris Gore



0

redible intro with the igliest aliens since the The space ship

The rock and roll score seems out of place—it's not bad, I just would've liked it better in another game. The sound effects are good enough for a movie. The voice actors are

The control is a little tough—being stuck on a ne way path with only a ew optional directions is always a drag. The navigate, you've got to ge used to the "cyberspace."

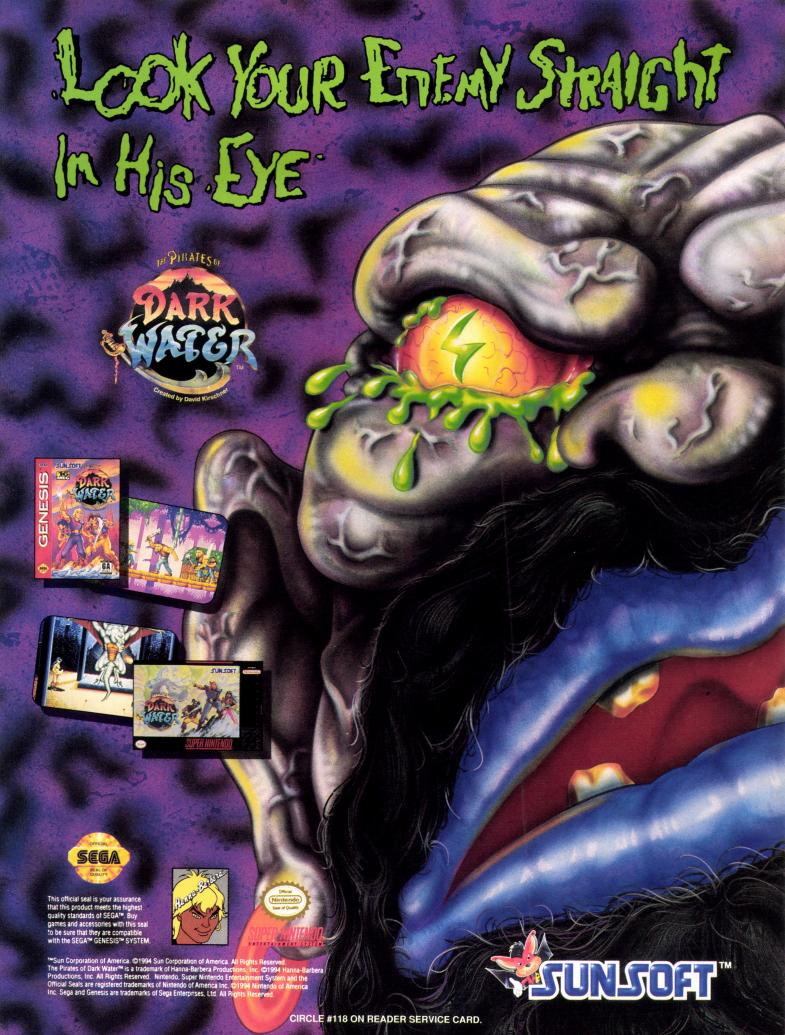
MEDIUM DIFFICULT

ERIC

THE LOWDOWN
Total Eclipse is an awe-inspiring shooter. The action is intense, the bad guys are scary, the alien landscapes are weird, the trenches are tough to navigate—this game is a phenomenal challenge and a blast to play! On the downside, the cyber-actors looked and acted cool but could've used some professional voice actors to pull off a better sense of believability. This complaint aside, *Total Eclipse* is quite possibly the best game available for the 3DO.



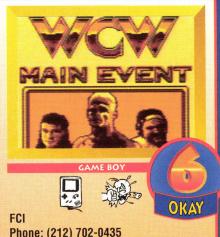






Race against pro drivers like Nigel Mansell in this cool hand-held race game. Can you believe you can modify your car? This is fun for a tiny Game Boy title. Try it with your friends with the Game Link cable, and don't forget you can save a game in progress.





Phone: (212) 702-0435

The Main Event is here and you can choose from a bunch of characters. Like most wrestling games, you can also fight outside the ring. The only negative is the small size of the characters, which makes it hard to tell which moves are happening.

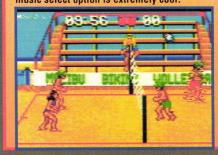






Atari Corp. Phone: (408) 745-2019

A bit sexist, eh? Even though there's a visual guide, it can be difficult to control the players and see where the ball's going. The game doesn't hold up well to repeated play, but the animation's good and the CD-style music select option is extremely cool.





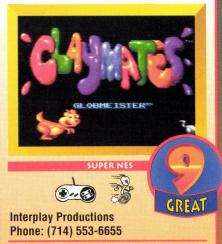
Sunsoft

Phone: (714) 891-4500

This Genesis version looks better than the SNES version—that is, the graphics aren't as dirty-looking, but it plays pretty much the same, *Double Dragon*-style. Go through the game—preferably as Tula—and kick butt everywhere. Kind of monotonous, but cool.

GOOD





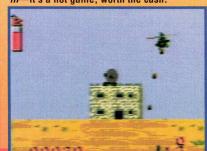
What a game! Lookin' good. The colors in this game are fantastic. The super-cool thing about Claymates is that you constantly thange into other characters as you play through the game. Just a big gob of goo, that's you. I say: funky, fat, and fresh.





Extreme Entertainment Phone: (415)525-3000

Just as good as and plays like the SNES version. In fact, I think the Game Gear version is better than the SNES version. How do you like them apples? You probably get more for your money with the Game Gear *Choplifter III*—it's a hot game, worth the cash.





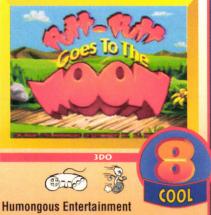




Virgin Games Phone: (714) 833-8710

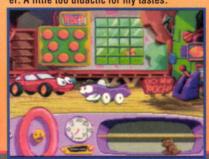
This is one bloody action game, and I loved it. A lot of gratification when seeing blood splattered all over the windows. RoboCop is one mean machine, and he's out to destroy the Skynet super computer. This is my kind of game





Phone: (206) 487-0505

This game is really cute. I hate to use that word. But I enjoyed it, and this is a game for little kids. Putt-Putt meets Rover the lonely lunar terrain vehicle, and before you know it, they're building a rocket. The only down-er: A little too didactic for my tastes.

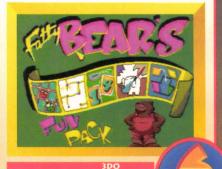




Phone: (415) 508-2800

Interesting video sequences. Graphics are pretty much what one would expect from a Sega CD game. But Dracula does look cool. And it's your job to find him and to kill him. Better than Night Trap which had a more interesting plot but lacked good gameplay.

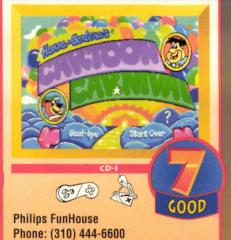




Humongous Entertainment Phone: (206) 487-0505

Cool name (Fatty Bear), but it just doesn't look that good. Nothing really interesting. The games are pretty boring. I'm not sure I'd like it even if I were five years old. Fatty Bear's Birthday Surprise looks better (lawn bowling!)





Graphics are great. Looks just like the real Hanna Barbera cartoons, everything from Huckleberry Hound to The Flintstones to Scooby Doo, and I love Scooby Doo. Even The Jetsons. Otherwise, the game play isn't too interesting. Mazes and matching colors.

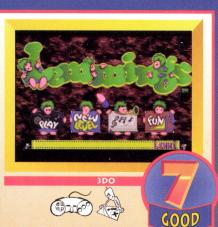




Sony Imagesoft Phone: (201) 930-1000

For action/RPG fans, this game looks awesome, but it's a tough one. You're a goonylooking kid in a land of ghosts and huge beasts. Graphics are awesome, but don't get stuck gazing at them—you have to fulfill your quest. Didn't we review this ages ago?





Psygnosis

Phone: (617) 497-7794

Lemmings has finally made it to all the systems! Oh Boy! I say with a shout to the heavens. It's pretty much the same game as on all the other systems, except the graphics are a bit perkier and those cute li'l guys sound a little sweeter.





Phone: (905) 731-4175

When I was in the 7th grade, I used to spend my lunch money playing Dragon's Lair in my town's local yogurt shop. (Hey, it was the '80s.) Now I could spend my whole rent check on a 3DO and play it again. I'm not sure the whole retro vibe is that important.





Data East

Phone: (408) 286-7080

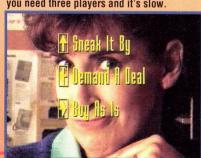
Shoot the robotic enemies in this ladder climbing, horizontal travelling, shooting game. You're a futuristic robot jock with a hot gun. There's lots of action and strange weapons. Graphics are colorful making this more eye pleasing than a LifeSavers sucker.

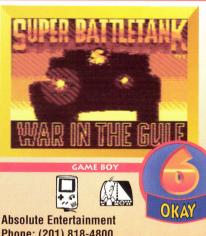




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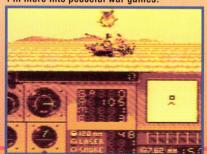
Question: Would you lie to protect your boss who's having an affair? I wouldn't, but what would my friends say? Answer questions like these in this TV party game show for three to five players. It's fun but the only knock is you need three players and it's slow.





Phone: (201) 818-4800

This is slow, even for a Game Boy game. Even *Combat* for the Atari 2600 was faster than this. I guess it would be OK if you were going on a road trip to Somalia, but then, anything would be better then that. I think I'm more into peaceful war games.





Dedicated to the troops in the Gulf, Super Battletank for the Game Gear is a colorful tank simulation. Roll through the hot desert blowing away the enemy. This was a bit too real for me, considering that war kills humans dead, but an OK game nonetheless.



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SNK's Soccer Sequel:

the VIDEOGAMES office is buzzing with the news that SNK's Super Sidekicks

2: The World Championship is ready for release on the Neo • Geo. As big fans of the first game, we can't wait to get our hands on the sequel!

The new version has 48 different teams to choose from, each with varying degrees of soccer proficiency. Improved sound and graphics will have you screaming along with

the digitized crowd. Your local arcade will be as wild as an English stadium filled with drunken fans ready for a riot when you find out that each

team can choose between a powered-up defense, offense or teamwork option before the game begins. If you're into one-player action, you'll play in the World Tournament for the cup.

SUPERSIDENCES

Super Sidekicks 2: The World Championship should be the sports arcade game of choice for when you get tired of NBA JAM Tournament Edition or your elbow starts hurting from too much air hockey.













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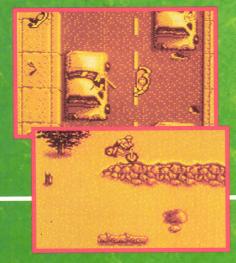
orget the sexist swimsuit issue: If you want real adventure, check out T•HQ's new Game Boy title, Sports Illustrated For Kids. Not only will you be able to skate, snowboard, and mountain bike your way through an MTV Sports-style triathlon, you'll also be able to enter "The

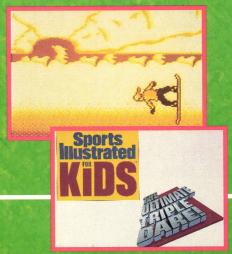
Ultimate Triple Dare!" contest. The winner will be able to choose between a vacation snowboarding in the French Alps, mountain biking in Australia or skateboarding in Hawaii.

If you think those sports are for wimps, they even give you a chance to take the

money and run away with \$50,000 in cash. Bank enough to make up your own dream vacation! Just think: You can go penguin-chasing in Antarctica, lava surfing on Mt. Unzen in Japan, or drag racing through the Vatican. Peep out the contest and the game beginning in April.

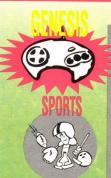


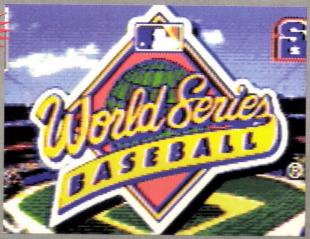














1-2 Players

16 Megs

Developer:

Blue Sky Software

The best cartridge baseball game around: Segat World Series Baseball for the Genesis.



Now you "call" the game like a catcher would, signaling to the pitcher which pitch to throw and its placement in (or out) of the strike zone. The pitcher's skill and stamina determine how well

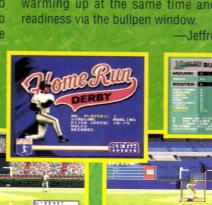
he pitches what you call. The batters can now swing for power or contact, go after a high fastball or reach for a slider low and away.

From the game's Strategy menu, managers can shift the field-

ers left or right, have the outfielders play shallow or deep and have the infielders guard the lines, move in for the bunt, bring the corners in or set up for the double play. As the game wears on, you'll have to keep a close eye on the pitch count and be ready to make that call

to the bullpen. Unlike other baseball games, World Series Baseball requires relief pitchers to warm up before entering the game if they are to pitch effectively. You can have two pitchers warming up at the same time and view their readiness via the bullpen window.

-Jeffrey Tschiltsch



ooking for the best cartridge baseball game around? Look no further, because Sega Sports has hit a grand slam with World Series Baseball. The game is licensed by both Major League

Baseball and the Major League
Baseball Player's Association, which means you
get real teams, real players and real statistics.

The level of graphic detail in this game is superb. WSB accurately depicts all of the major league ballparks, from the ivy at Wrigley field to the palm trees at Dodger Stadium right down to the close-ups of animated scoreboards. The pitching/batting perspective is from the catcher's viewpoint, with an incredible pitcher windup and delivery that is so realistic you truly feel that you're on the field. The graphics in the fielding perspective are similar to those found

in the latest *Joe Montana Football* game, with fluid running, leaping, diving and throwing animations.

Sega adopted an entirely different control scheme for WSB. Gone are the "steer the ball" pitching controls prevalent in earlier efforts.

as ICO

GRAPHICS

It's not the obvious things like the huge batters or spectacular diving catches that make this game look great; it's the little things like the second baseman smoothing out the infield dirt while waiting for the

SOUND/MUSIC

The SportsTalk play-by play is a little smoother than in Sega's previous cart and features more emotion on home runs and double plays. The intromusic is great, but missed the stadium organ during the game.

PLAYABILITY

Great interface with pop-up windows that guide you through pitching and batting choices. The ball's shadow size and fielder radar help you track fly balls when the auto-fielding option is off. Company is reise and accurate.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE CHRIS
9
9
NIKOS BETTY
8

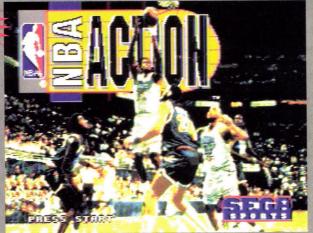
BANG THE BUCK

THE LOWDOWN

Sega has really put it all together and produced the best baseball cart for the Genesis...or any other cartridgebased system, for that matter. Incredible graphics, animation and depth of play—combined with the MLB and MLBPA licenses—let you experience baseball at home like never before. Easy-to-learn controls and fully adjustable skill levels allow anyone to enjoy the game. Oh, Doctor! You can hang a star on this baby!









1-5 Players

16 Megs

Developer:

Malibu Interactive





ega's third basketball cartridge for the Genesis is its first to feature an NBA license. NBA Action puts

this to good use, featuring not only all 27 NBA teams with complete rosters and statistics, but three Hall of Fame teams as well.

Graphics are not the game's strong point. The game is played from a center court TV camera viewpoint that rotates smoothly from one half court to the other. While the angled perspective gives a good look at the court, the players are small and lack enough detail to readily identify key players. The current ball handler is named at the bottom of the screen, along with the number of points he has scored so far in the game. The animation in general is poor, except when a player performs a specialty move such as a dunk.

NBA Action's strength is its realistic play. The computercontrolled teams are no lackeys; their players aren't afraid

Password Backup Battery Backup Exhibition Mod Instant Replay

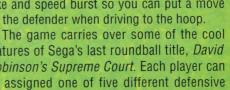
to pass off the ball when driving down the lane or step in and draw the charge on defense. Defensive players keep their hands up and are excellent shot blockers. To even things up a bit, the controls include a pump fake and speed burst so you can put a move on the defender when driving to the hoop.

features of Sega's last roundball title, David Robinson's Supreme Court. Each player can be assigned one of five different defensive strategies and you can specifically designate which opposing player a defender should guard, allowing you to double-team

a hot player if you get behind. There is also a role-playing mode where you control a single player for the entire game in an attempt to be named the MVP. The big disappointment continues to be the lack of a playbook. It's frustrating to call a time-out with seven seconds left in the game, down by two, and not be able to call or design a play.

NBA Action supports Sega's five player adapter with a variety of combinations, including a full-tilt five player cooperative mode. Options include adjustable season lengths of 20, 40 or 82 games, and single elimination or best of seven playoff modes.

Jeffrey Tschiltsch



options, but when

EDITORS

THE LOWDOWN

NBA Action has a lot to offer the true basketball fan: Excellent control, good computer intelli-gence and Hall of Fame players such as Jerry West and Julius Erving. It's just a shame that the graphics and sound don't quite measure up to the game's



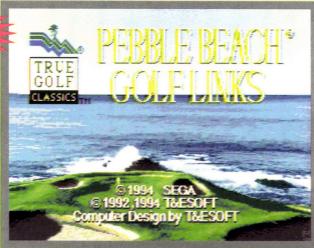


h arena is basically ne, with the hom am's colors pasted on. avers shuffle about on animation on specialty nks and lay-ups, but the ayers are just too small.

The Marv Albert commenary is clean but repe lost of the sound effects are comprised of squeaking shoes and the bouncing ball; you only hear the es. The only music

MEDIUM DIFFICULT







1-4 Players

16 Megs

Developer:

T&E Soft



8

MEDIUM DIFFICULT

A good-looking golf game for the Genesis featuring one of the most popular and challenging courses in the world. Plenty of options, but real pros are missed and a couple more courses would have added some variety. It's fun when friends come over, especially those who aren't real video game jocks. Fore!



Pebble Beach Golf Links, is a part of the True Golf Classics SNES title of the same name. While the game only offers the Pebble Beach course to play, it features a wealth of game types and options to keep it from becoming stale.

You and up to three of your friends can enter the Tournament match and compete against 48 fictitious professional players. If you want to compete only against your buddies, you can play either a Skins or Stroke round. There's also a two-player Match mode and the option to practice any hole on the course. You can even the game up between novices and experts by

adjusting the handicap for each player in all modes except Tournament.

> The battery







backup lets you create and save ten custom players and their statistics, along with ten different games in progress and the names of any pros you might have changed. From the Records menu you can view any player's records, see a player's best score card or watch any of the twenty Miracle Shot Replays the game saves for holes in one and double eagles.

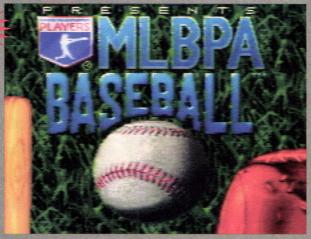
You begin each round by choosing your surrogate golfer and caddie. The view on the fairway presents nearly all the information you need via several windows placed around the screen. A pop-up menu allows you to view the green, get advice from your caddie, see an instant replay of your last shot or check the score card.

After selecting your club and stance, a familiar-looking power meter controls your swing. At this point, most other golf games have you press the button again as the power meter rapidly falls to simulate the "wrist snap" of your swing; if you hit early you'll hook, late you will slice. PBGL takes a different approach: It moves a red dot across the face of the ball so you can select where you will strike it. While this method lets you control hook and slice, it also gives you control over top and back spin by striking the ball high or low.

Once you're on the green, it's a matter of reading the lie of the green (via the helpful grid overlay) and determining how hard to putt the ball. You'll hear the approval of the crowd if you sink the ball in the cup for par or better!

—Jeffrey Tschiltsch







8 Megs

Developer:

Visual Concepts

A Sports' latest baseball game is quite a departure from its last. While Tony La Russa emphasized managing decisions and statistics, this year's MLBPA places more emphasis on flashy graphics and arcade action.

MLBPA offers four game modes: Single Game, Full Season, League Playoffs, or The Series. All modes except Single Game feature a password backup to save your standings. Playing a season in MLBPA is a bit different than other baseball games in that you don't pick a single team and play only them throughout the year. Instead, you're shown all of the games which are to be played for the day you have highlighted on the calendar. You indicate which games you want to play and which teams you

mine the outcome of the remaining games. There is also an option to jump ahead to any day in the schedule and have the computer play all the games up to that date, allowing you to com-

Beginners can choose to let the game control batting and/or fielding for any or all of their team's players. For example, you might elect to have the game control your infielders, where quicker reaction times are needed to cleanly field the ball, and control the outfielders yourself. Regardless of how the player is initially controlled, once the ball is caught you are responsible for

Most baseball games feature large players for

the batting/pitching sequence and then switch to smaller players in the fielding views. Not MLBPA: it uses nearly the same size players throughout the entire game. Despite their size, the players are extremely well animated when running, diving and calling other players off when fielding a fly ball-but their feet don't move when you're positioning

While the game looks terrific, the use of larger players has reduced the field of view considerably making manual fielding quite difficult. Once the ball is hit you must focus all of your attention on the small diamond "radar" and move the cross representing the player you control to the "X" indicating where the ball will land. There's plenty of time for this with balls hit to the outfield, but infield grounders will frustrate even the most seasoned veterans as they try to locate their player's position

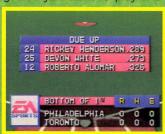
—Jeffrey Tschiltsch

will control, after which the computer will deterplete an entire season at any pace you choose.

throwing it to the correct base.

them in the batter's box.

in relation to the ball.















them for great play

PLAYABILIT

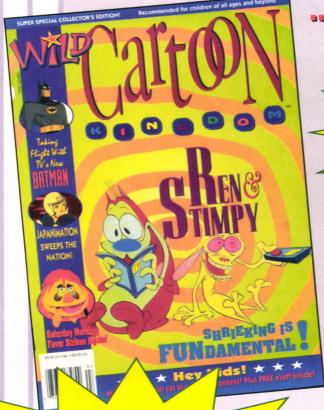
MEDIUM DIFFICULT

EDITORS' RAT

BANG THE BU

THE LOWDOWN
MLBPA Baseball's real player rosters, fast action and colorful graphics are sure to appeal to the casual fan. Manual fielding is challenging and may frustrate those who want to do more than just pitch and hit, but it's worth checking out if five-player support appeals to you.

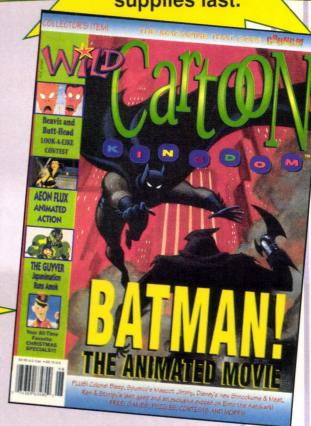




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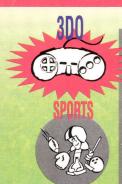
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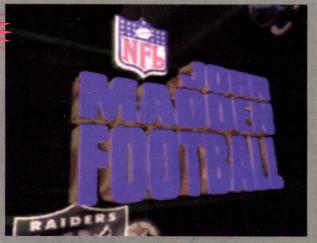
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JORA9







1-2 Players

CD-ROM Developer:

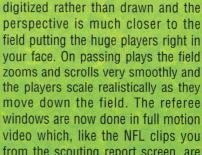
High Score Productions





The 3DO's major strength is graphics, so it's no wonder that the visuals in this version are quite impressive.





can watch from the scouting report screen, are very clean.

But in many ways Madden for the 3DO is a step backwards, reminiscent of the first cartridge versions. For example, most of the newer animations are missing (hurdles, high-fives and headbutts on great defensive plays) and the end-zone celebrations are weak. Defensive players don't automatically move into the correct positions before the ball is snapped on blitz plays. There is no league season play, just the playoff tournament, and the game only supports up to two players. The computer is extremely easy to beat and does stupid things like punt on 4th and 1 when it's down by ten points with less than two minutes to play! Even trademark stuff like the "EA Sports: it's in the game" sound-bite is missing.

The game keeps the same control functions so those familiar with the series can play without ever reading the manual. While the players move well in response to the directional controller, there is a delay when pressing the action but-

tons; this results in late spins. dives and unwarranted sacks. The passing game is a bit different in that if you don't manually control the quarterback the pass windows never come up; he just throws it wherever he wants. In the cartridge versions you always have the chance to choose where the ball is thrown.

-Jeffrey Tschiltsch



ninds me more of Pit-Fighter **than a** John Madden jame at times. Nice FN sequences, but why are t stills of the stadiums ch awful low-res?

SOUND/MUS

the cartridge versi

PLAYABILITY

Good for a 3DO game, but it doesn't live up to the great control of the cartridge versions. Nice to have the "old" Madden calling screen back

MEDIUM DIFFICULT

EDITORS' RATING

BANG THE BUCK

THE LOWDOWN

Madden is a nice football game for the 3DO. While somewhat graphically impressive, its features and playability don't match up to the cartridge versions of the game. Don't get me wrong, it's a fun game to play, but I expected more than a retro-conversion of the first Genesis cart for EA's flagship sports game.



ithout a doubt, John Madden Football has been the most anxiously awaited release yet in the 3DO platform's early existence. Not so much because we can't live without our football games (well, I could make a case for that, but

it's another story), but because the Madden series has become something of a yardstick for measuring video game consoles. For example, the Genesis had widely been considered the sports-gaming console of choice because, until recently, the SNES versions of Madden simply didn't measure up.

The players are now

Battery Backup Exhibition Mode eague/Season Play Team Construction League Construction

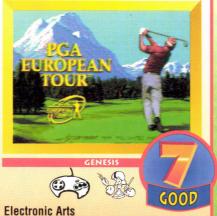
assword Backup



Electronic Arts Phone: (415) 571-7171

A new engine provides flawless control, improved graphics and faster play than previous EA hoops games. Real teams and players, full season, playoff and exhibition modes, true play-calling and four-player support make this the best Genesis basketball game yet!

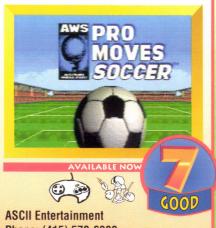




Phone: (415) 571-7171

Five new European courses along with a couple of new control features highlight the latest update to EA's venerable PGA lineup. Graphically the game isn't much different from the previous two carts, making it hardly worthwile if you already own either of those.

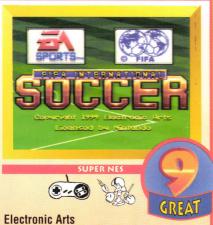




Phone: (415) 570-6200

It ain't FIFA, but Pro Moves Soccer is a surprisingly competent, fast-paced title from the folks who make some of the best con-trollers in the business. Some cool digitized voices bring the game to life, and the penalty-shot scenes are well-done

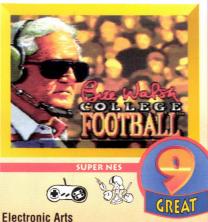




Phone: (415) 571-7171

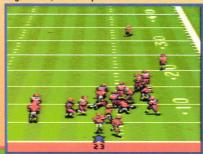
FIFA sets new standards for soccer games on the Super NES. While the animation doesn't seem quite as detailed as on the Genesis, this version puts the SNES controller's extra buttons to good use and has a few new features like the kick power bar

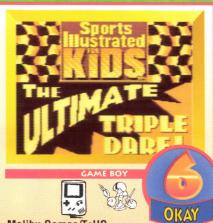




Phone: (415) 571-7171

Bill Walsh arrives for the SNES using the new Madden '94 engine for superior graphics and control. Features include great teams of the past and current favorites, traditional plays like "Student Body Right" and the coaches' nightmare, the two-point conversion!





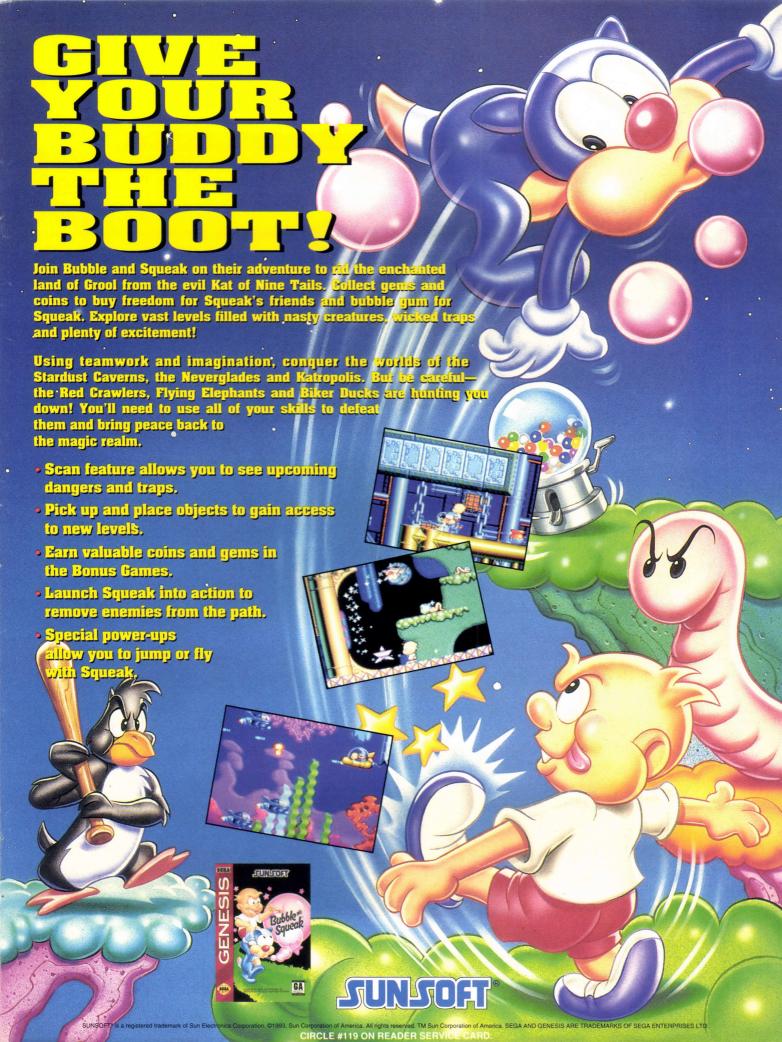
Malibu Games/T•HQ Phone: (818) 591-1310

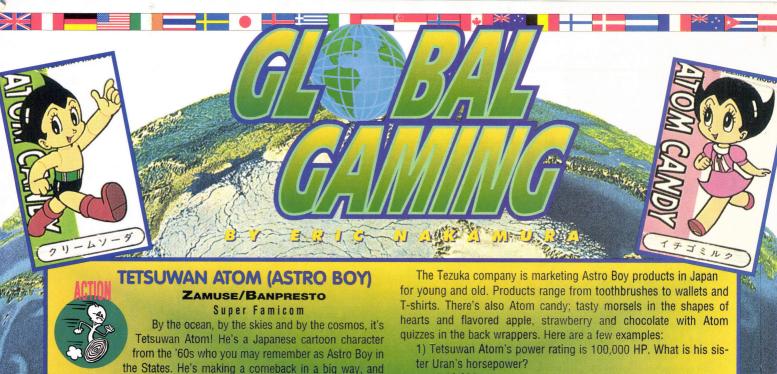
Really three games in one, SI for Kids lets you test your skills at snowboarding, skateboarding and biking. Similar to California Games in execution, it features short top-down and side-scrolling events. Master all the events and try the Triple Dare Triathlon!





| | | 8 | CORE | B | 0 | A | | ?] | | | | | | | | Z | |
|---------------------|-----|---|--------------------|---------|----------|-----------|-------|-----------|---------|--------|-----------|----------|---------|---------|------------|----------------|---------------|
| | | | | OVERALL | GRAPHICS | ANIWATION | MUSIC | SOUND F/X | CONTROL | SPEED | CHALLENGE | COACHING | REALISM | OPTIONS | INNOVATION | TEAM SELECTION | LICENSE |
| | | | MANUFACTURER | 6 | | | | | | | | 8 | 22 | Ö | | | |
| | 1 | World Series Baseball | Sega | 10 | 10 | 9 | 8 | 8 | 9 | 9 | 9 | 9 | 9 | 9 | 8 | 8 | 10 |
| | 2 | Hardball III | Accolade | 8 | 9 | 7 | 6 | 7 | 9 | 7 | 9 | 8 | 8 | 9 | 7 | 7 | 5 |
| SE | 3 | SportsTalk Baseball | Sega | 7 | 7 | 8 | 7 | 8 | 8 | 8 | 7 | 7 | 7 | 7 | 7 | 7 | 7 |
| 4 | 4 | Tony La Russa Baseball | Sega | 7 | 7 | 7 | 8 | 7 | 7 | 7 | 8 | 8 | 8 | 7 | 6 | 8 | 5 |
| ^ | 5 | Hardball | Ballistic/Accolade | 7 | 7 | 7 | 7 | 8 | 8 | 8 | 8 | 7 | 7 | 8 | 7 | 6 | n/a |
| 5 | 6 | Super Baseball 2020 | Electronic Arts | 7 | 8 | 8 | 6 | 6 | 7 | 7 | 7 | 7 | n/a | 6 | 8 | 6 | n/a |
| 4 | 7 | Tommy Lasorda Baseball | Sega | 6 | 6 | 7 | 6 | 7 | 8 | 7 | 6 | 7 | 6 | 7 | 6 | 6 | 3 |
| • | В | Roger Clemens' MVP Baseball | Flying Edge | 6 | 7 | 7 | 6 | 6 | 6 | 6 | 7 | 5 | 6 | 3 | 8 | 7 | 4 |
| _ | 1 | NBA Showdown '94 | Electronic Arts | 9 | 9 | 9 | 8 | 7 | 9 | 8 | 9 | 9 | 8 | 8 | 7 | 8 | 8 |
| | 2 | NBA Action | Sega | 7 | 7 | 7 | 7 | 6 | 8 | 7 | 8 | 8 | 7 | 7 | 6 | 9 | 9 |
| | 3 | Bulls vs. Lakers and the NBA Playoffs | Electronic Arts | 7 | 8 | 7 | 6 | 6 | 8 | 6 | 7 | 8 | 8 | 7 | 6 | 7 | 7 |
| GENESIS BASKEI BALL | 4 | Lakers vs. Celtics and the NBA Playoffs | Electronic Arts | 7 | 8 | 7 | 7 | 6 | 7 | 6 | 7 | 7 | 7 | 6 | 6 | 7 | 7 |
| | 5 | David Robinson's Supreme Court | Sega | 7 | 7 | 8 | 6 | 7 | 7 | 8 | 7 | 6 | 6 | 6 | 7 | 5 | 3 |
| | 6 | NBA All-Star Challenge | Flying Edge | 6 | 7 | 7 | 7 | 6 | 7 | 7 | 5 | 4 | 6 | 6 | 6 | 7 | 6 |
| | 7 | Jordan vs. Bird One-on-One | Electronic Arts | 6 | 7 | 7 | 7 | 7 | 7 | 6 | 6 | 5 | 6 | 6 | 6 | n/a | 7 |
| | 8 | Pat Riley Basketball | Sega | 6 | 7 | 8 | 6 | 6 | 6 | 7 | 6 | 4 | 5 | 5 | 6 | 6 | 3 |
| j | 9 | Arch Rivals | Flying Edge | 5 | 5 | 5 | 6 | 6 | 7 | 8 | 3 | 4 | n/a | 5 | 4 | 5 | n/a |
| 1 | 1 | Pebble Beach Golf Links | Sega | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 7 | 7 | 7 | 8 | 6 | 5 | 7 |
| | 2 | World Class Leaderboard | U.S. Gold | 7 | 8 | 7 | 7 | 7 | 7 | 8 | 8 | 7 | 7 | 8 | 8 | 7 | |
| | | PGA European Tour Golf | Electronic Arts | 7 | 7 | 7 | 7 | 7 | 9 | 7 | 8 | 7 | 7 | 8 | 5 | 8 | n/a 8 |
| | | PGA Tour Golf II | Electronic Arts | 7 | 7 | 7 | 7 | 7 | 9 | 6 | 7 | 7 | 7 | 8 | 6 | 8 | 8 |
| 7 5 | 5 | PGA Tour Golf | Electronic Arts | | | | | | | | | | | | | | |
| | 6 | Arnold Palmer Tournament Golf | Sega | 7 6 | 6 | 7 | 7 | 7 6 | 8 7 | 6 7 | 7 | 7 6 | 7 | 8 | 7 | 8 5 | 8 |
| | | WITH MANAGED A | Name of the second | | | | | | | | | | | | | | 7 |
| | 1 | Hardball III | Accolade | 8 | 9 | 8 | 7 | 7 | 9 | 8 | 9 | 8 | 8 | 7 | 6 | 8 | 8 |
| 2 | 2 | MLBPA Baseball | Electronic Arts | 7 | 7 | 8 | 8 | 8 | 7 | 8 | 7 | 8 | 7 | 7 | 6 | 7 | 7 |
| | 3 | Super Bases Loaded II | Jaleco | 7 | 8 | 7 | 7 | 6 | 7 | 7 | 7 | 7 | 8 | 8 | 8 | 6 | n/a |
| 4 | 4 | Cal Ripken Jr. Baseball | Mindscape | 7 | 7 | 8 | 8 | 7 | 7 | 6 | 7 | 7 | 6 | 6 | 6 | 6 | 4 |
| 5 | 5 | Sports Illustrated Baseball | Malibu Games | 6 | 7 | 8 | 7 | 7 | 7 | 8 | 6 | 5 | 6 | 6 | 6 | 6 | 4 |
| | 6 | Roger Clemens' MVP Baseball | LJN, Ltd. | 6 | 8 | 7 | 6 | 7 | 6 | 6 | 7 | 5 | 6 | 3 | 8 | 7 | 4 |
| | | Extra Innings | Sony Imagesoft | 5 | 6 | 6 | 6 | 6 | 7 | 7 | 7 | 5 | 5 | 6 | 3 | 6 | n/a |
| 1 | 1 | John Madden Football (3DO) | Electronic Arts | 8 | 9 | 8 | 8 | 8 | 7 | 8 | 7 | 8 | 7 | 7 | 7 | 8 | 7 |
| (E) | 202 | | | | | | | | | | | | | | 10 | DG | 11/1/2 201 |





now he's the star of a new Super Famicom game, just released in Japan.

In case you're wondering, the name Tetsuwan refers to steel body components—and the name of his little sister, Uran, refers to iron body parts. They look like cute plush characters, but they're actually depictions of robots.

Salar S

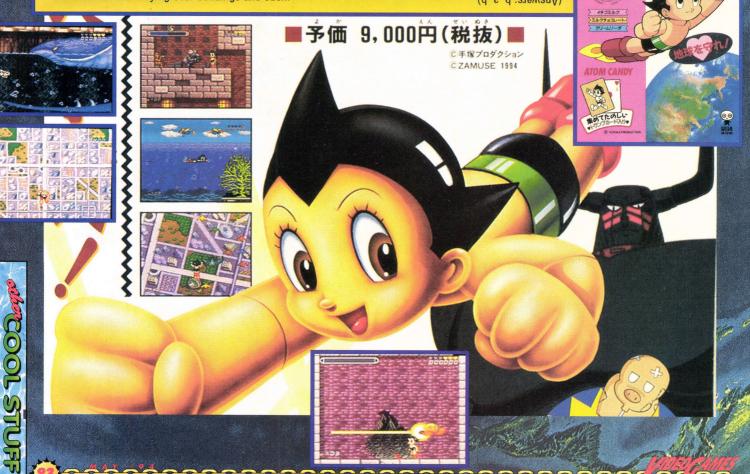
The game is for the Super Famicom, the Japanese version of the Super NES. No American release date has been announced, but I know there are a lot of Astro Boy fans out there who wish they could get their hands on this. The game takes place in the Maya ruins where there's a disturbance and it takes Astro Boy to fix it. It features sideview action scenes as well as overhead-view "Mode 7" sequences with Tetsuwan Atom flying over buildings and such.

- a) 10.000
- b) 50,000
- c) 100,000
- 2) Atom has some jet engines in his legs. Where are the others?

HEART FULL POWER

- a) Arm
- b) Buttocks
- c) Head
- 3) How old is the Atom?
 - a) 12 years
 - b) 9 years
 - c) 5 years

(Answers: b, a, b)



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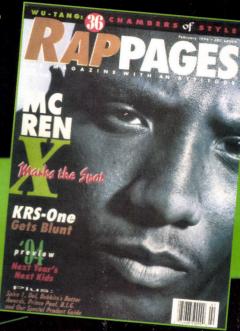
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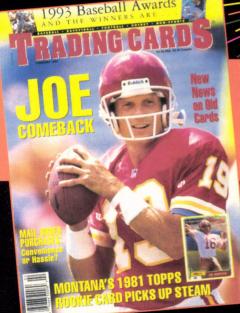
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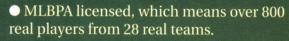




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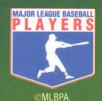


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